SYSC3110

Milestone 4

Group 14

User Manual

How to run the jar:

The jar file only includes all files necessary to run the main game and not any of the test cases. Open the terminal in the project folder and run "java -jar <jar_file>" and the GUI will open.

System version:

openjdk 25 2025-09-16
OpenJDK Runtime Environment (build 25+36-3489)
OpenJDK 64-Bit Server VM (build 25+36-3489, mixed mode, sharing)

How to play:

Initial start

1. User is prompted if they want to load a save, if yes you type in the file name else no.
2. Users will then be prompted on the number of players, player names, and if they're AI or not.
3. After the initial configuration is complete, a game view will appear.

Game controls

Quit – At the top right there is a button to quit the session and close the instance.

Play – To play a card, the button on the top right will highlight only when you have selected an appropriate card to play. To select a card, you must hover your mouse over the UI card on the screen and select it. To know if the card has been selected, it will appear raised higher than all other cards. To deselect the chosen card, either press on another card or press the selected card again.

Draw – In the top right corner there is a button to draw; that button will only be visible once the player is prompted, or else they cannot draw a card.

Undo – Undo game states, states such as after a player has drawn a card or played a card, next turn and new round/game. In the top right corner.

Redo – In the top right corner there is a button to redo. It is only available after using undo.

Save Game – In the top right corner, lets you save the current game state as a binary file by prompting a filename.

Choosing a color for a wild card

Once a player plays a wild card, they will be prompted to choose a valid color; player must write the color selected for that wild card to apply.

How to use milestone features:

Milestone 1

The entire feature of milestone 1 is the game itself as everything was built off its logic.

Milestone 2

Running the jar file and playing the game is how to use the feature implemented in milestone 2 as it was implementing a GUI.

Milestone 3

During the running game to use the flip feature is by playing one of the flip cards in the game's logic. And to use the AI feature the User must input at the beginning of the game if the player is AI or not.

Milestone 4

To use the features in milestone are the newly additional buttons in the top right corner and the initial prompt at the beginning of the game asking if they wish to load a save file.