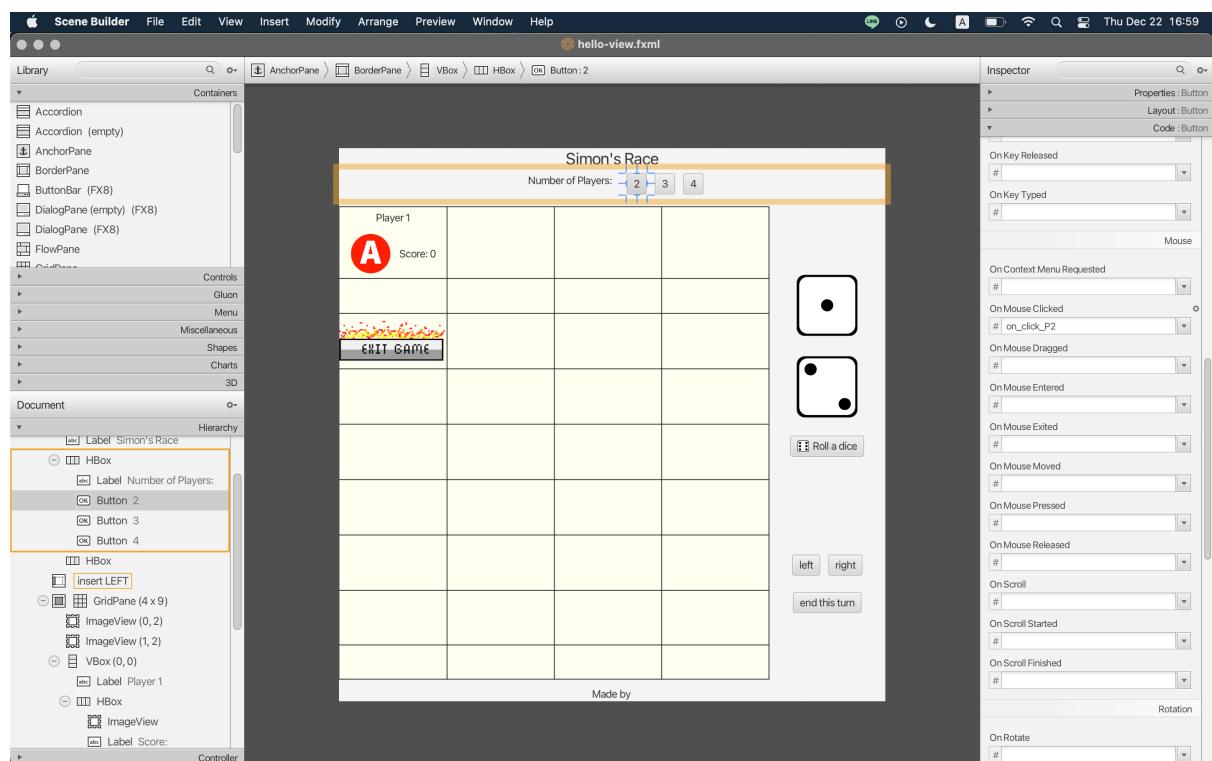


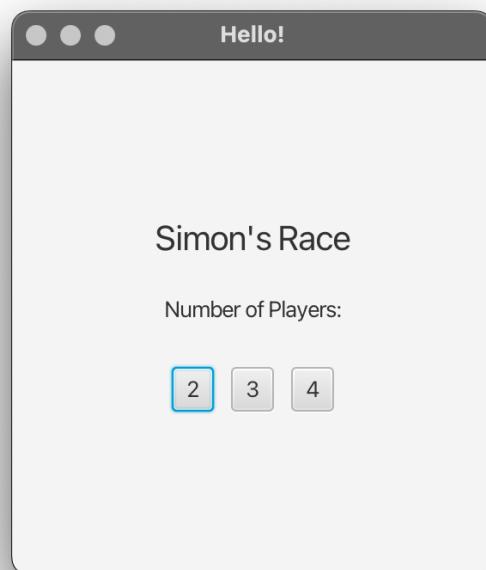
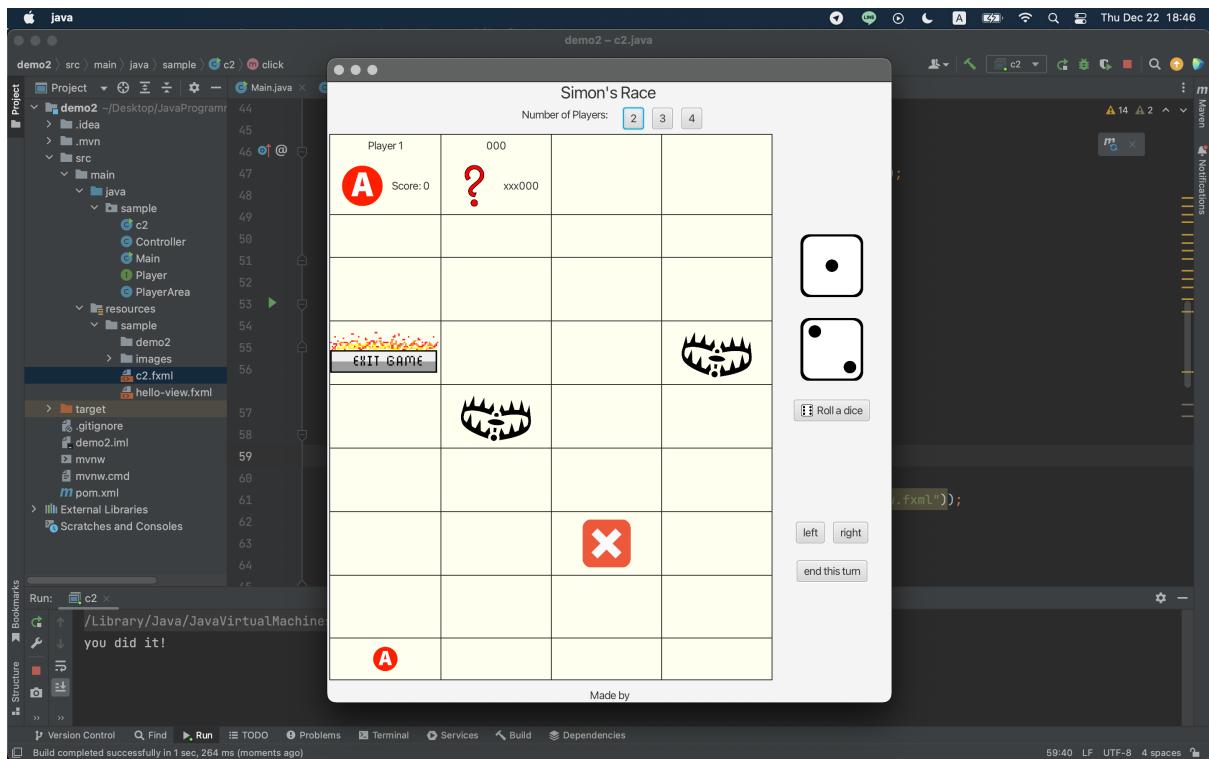
# screenshot

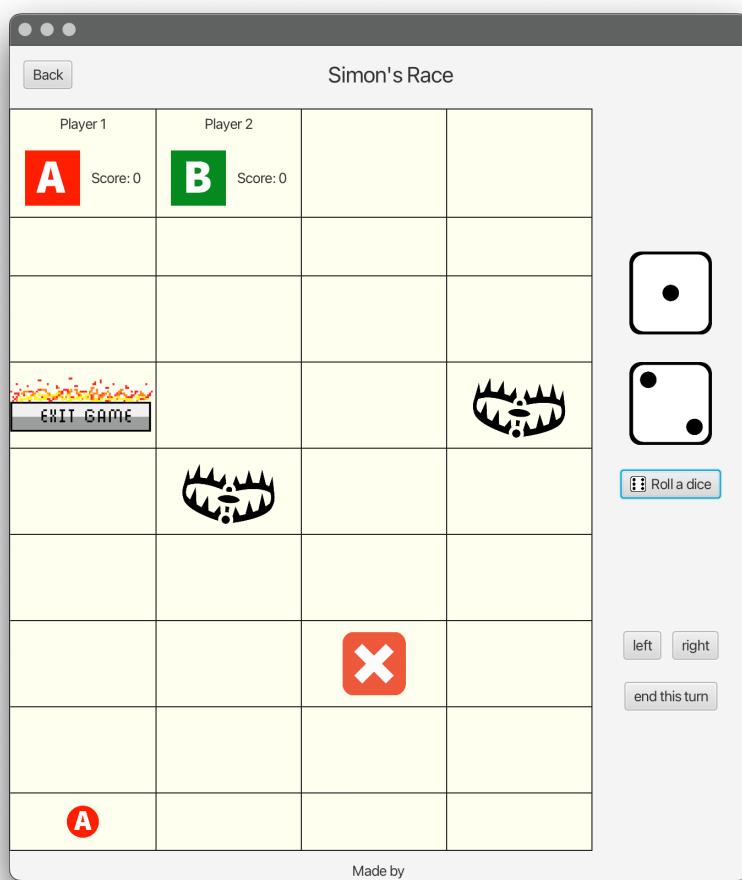
From the very beginning.

outline



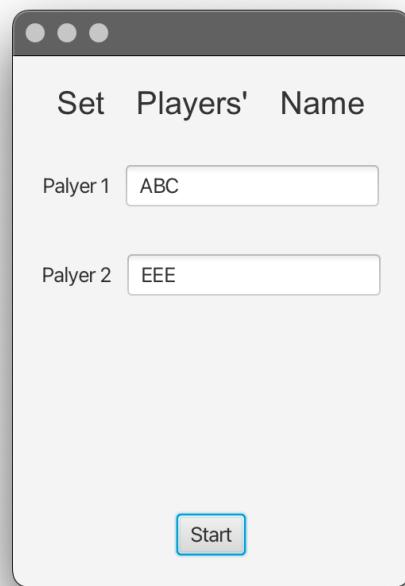
connect two fxml

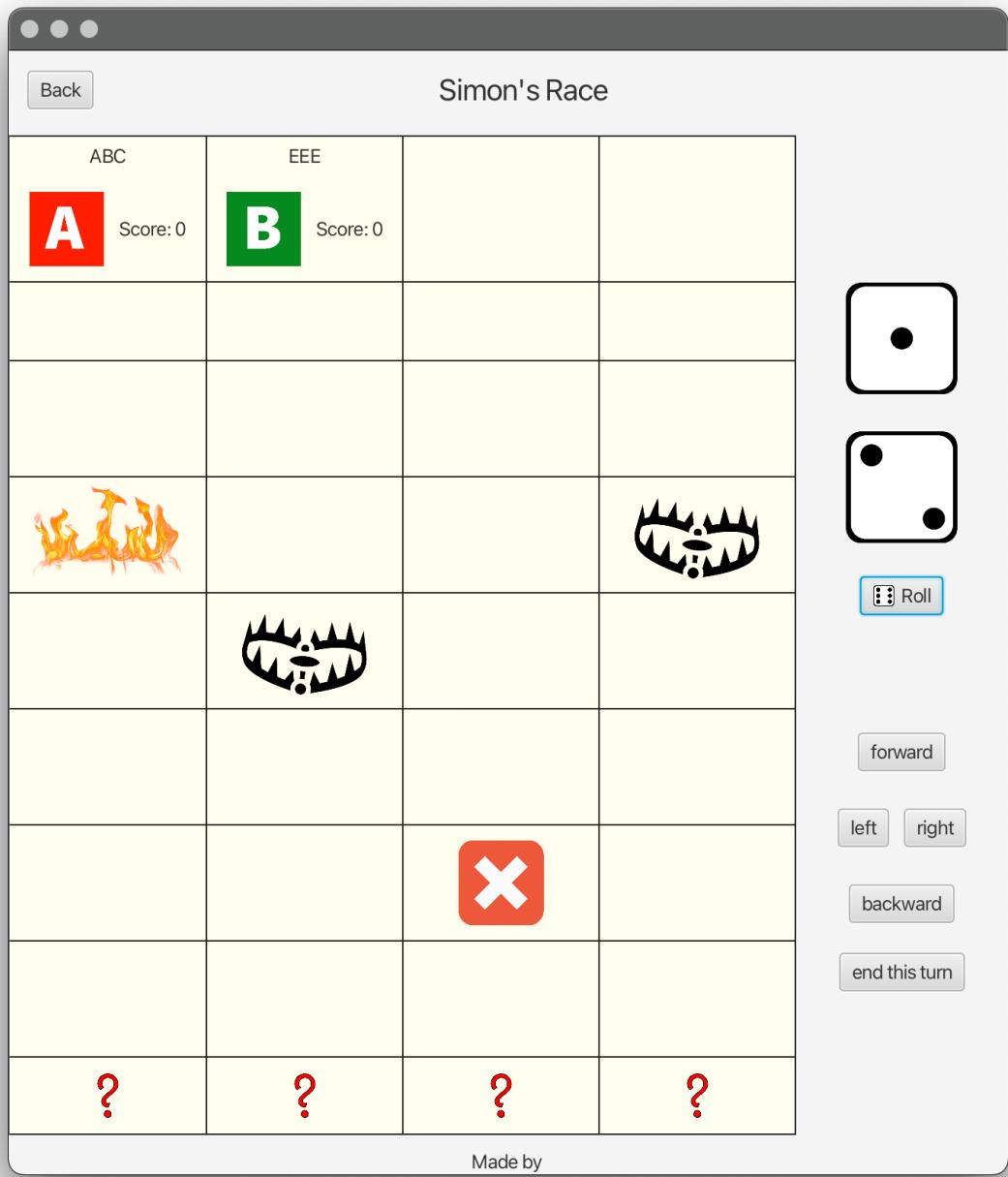




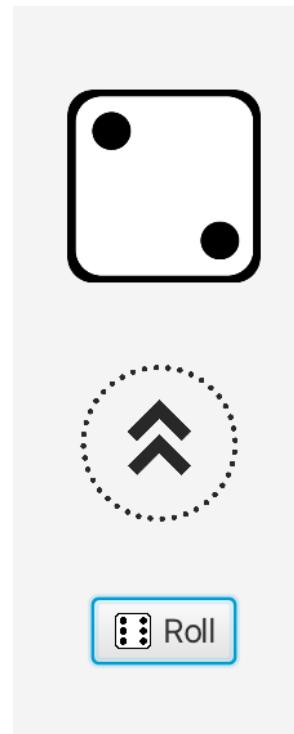
add name setting







**dice**

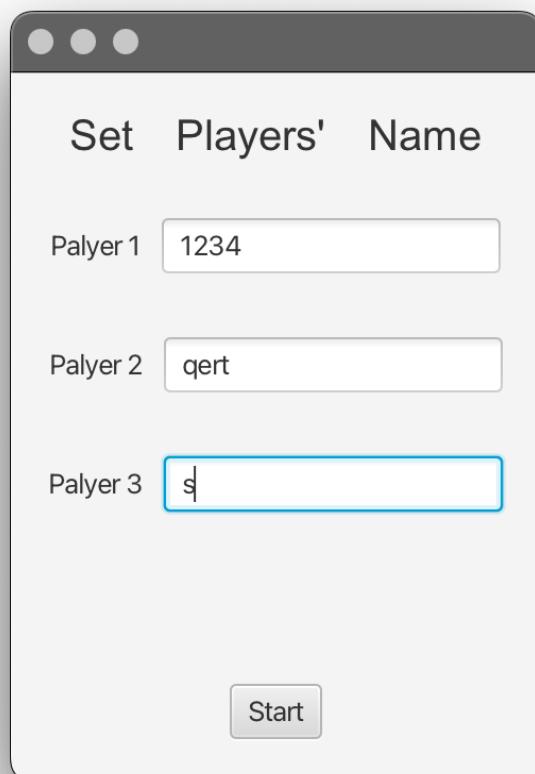


**disable button until certain requirement achieve**

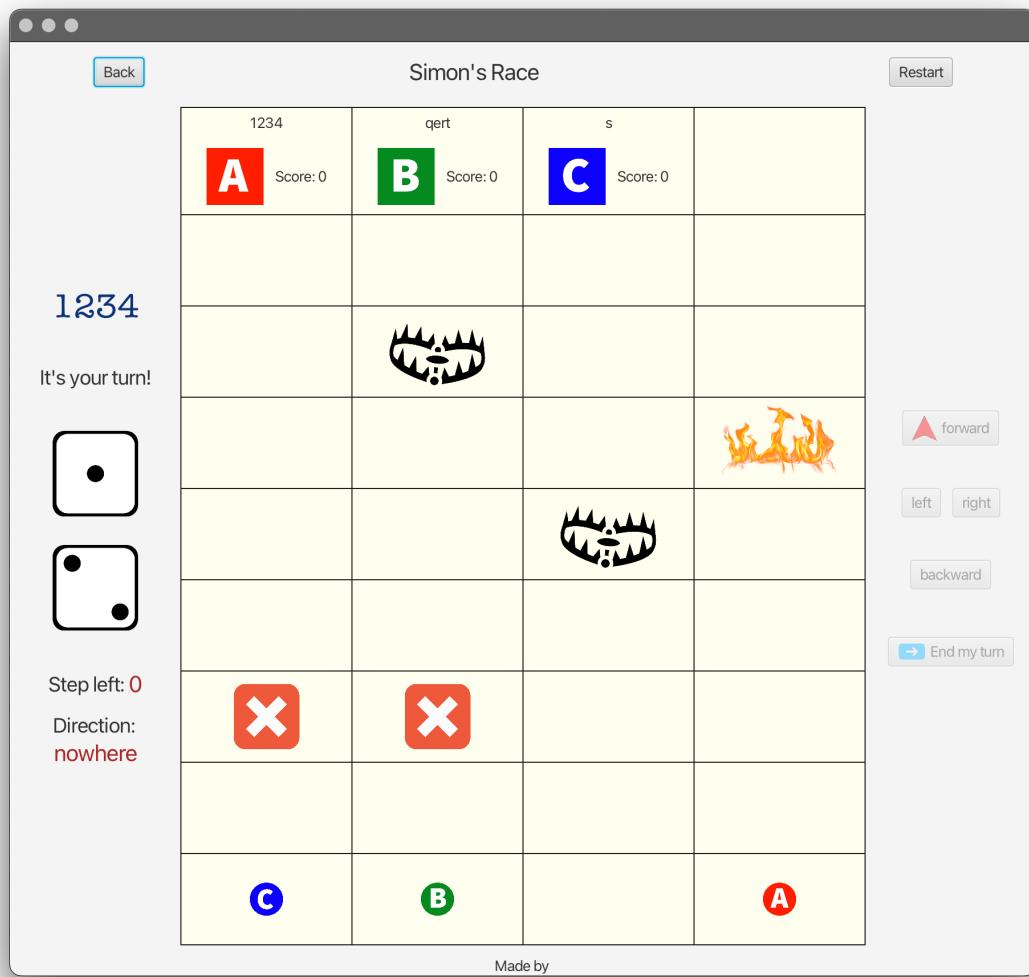


**show up corresponding field**

(choose three players so only have to set three name)

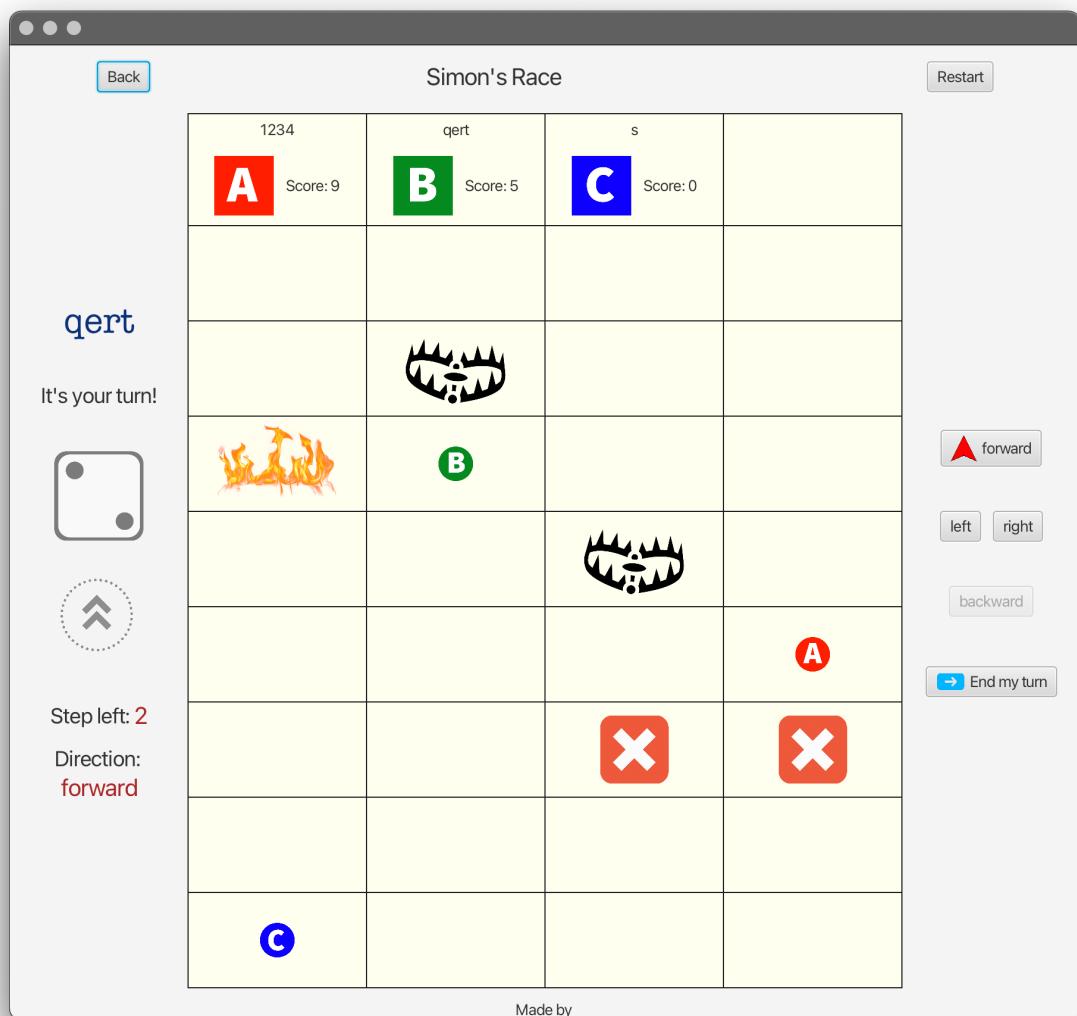


**if there's only 3 players, then it'll only show three on the player status bar, so as the domino in the starting line**

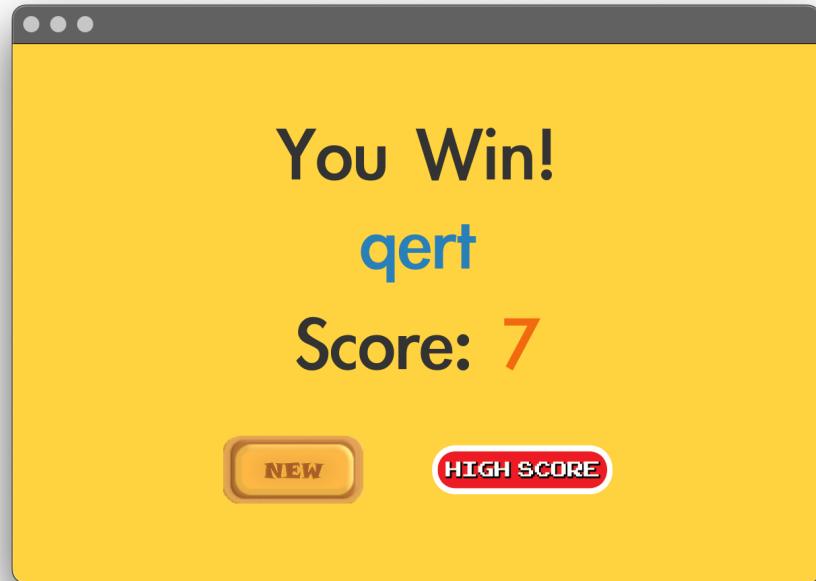


someone step on rearrangement field

if player has more than 0 move and he stands in front of an obstacle, he can turn right/left.

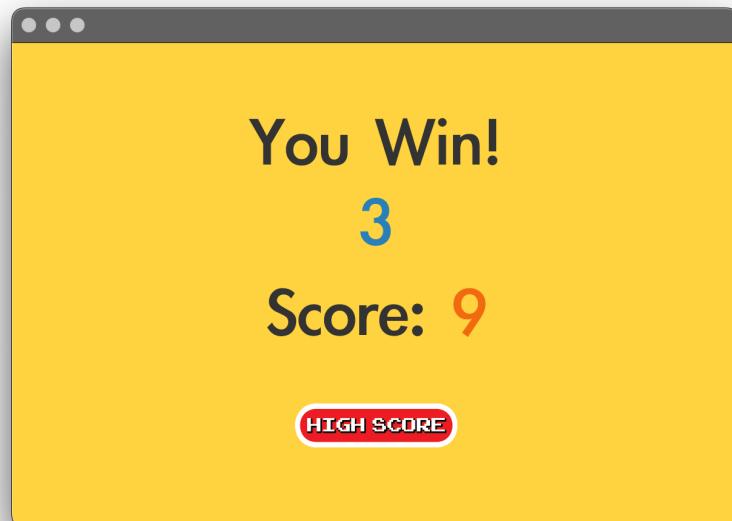
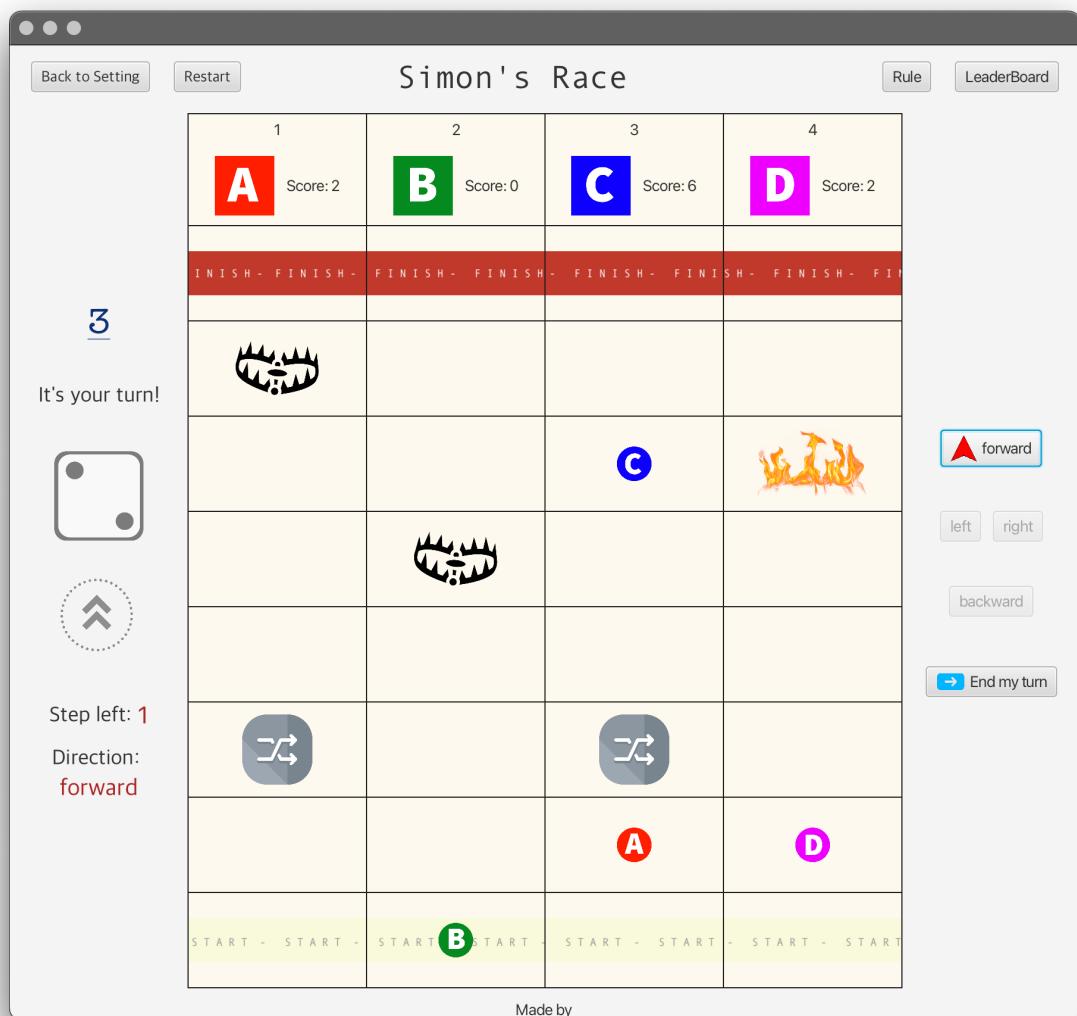


**once a player reaches the finish line, the game ends, and pop up a window showing its name and score.**



## Final Model

Main game page



A screenshot of a mobile application window titled "LeaderBoard". The window has a dark grey header bar with three white dots. The main area contains a table with 10 rows. The first row is yellow and serves as a header with columns for "Ranking", "Name", and "Score". Rows 2 through 10 are white and contain the following data:

Ranking	Name	Score
1	1	7
2	4	8
3	3	9
4	1	9
5	-	-
6	-	-
7	-	-
8	-	-
9	-	-
10	-	-

Below the table is a yellow rounded rectangular button with the word "NEW" in red capital letters.

## Game Rule

1. Whoever first reaches the finishing line wins and the game ends.
2. The less the score the winner gets, the higher its rank is. (1 step contributes 1 points to score)
3. There are 3 kinds of obstacles on the way, once stepping on it, the penalties will apply.
4. When it's your turn, you throw the dice, one decides the steps you can move (1-4), another decide which direction you can go(forward, backward or freeze)
5. Only when there's an obstacle or another player in front of you, you can choose to turn right or left.
6. You can end your turn whenever you want.

Obstacles List

Suffle  Suffle all the obstacles and add 3 points to scores.

Trap  Back to the starting line.

Fire  Add 5 points to scores.