

Trivial Pursuit Java Edition

User's Manual

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1 About

This game was created by Catherine Matulis and Jinglan Wang. It is a Java, GUI-based, two-player version of Trivial Pursuit in which users compete to correctly answer trivia questions corresponding to different categories.

2 About the GUI

The GUI has two tabs. The first tab, labeled "About," provides the users with information about the game and its rules. The second tab, labeled "Play!," allows the users to play the game. Screenshots of the GUI game board (found in the "Play!" panel) and question and answer menus are shown below.



Figure 1: The Trivial Pursuit game board. Each tile color corresponds to a different question category. Information about each player is displayed on the left and right sides of the game board.

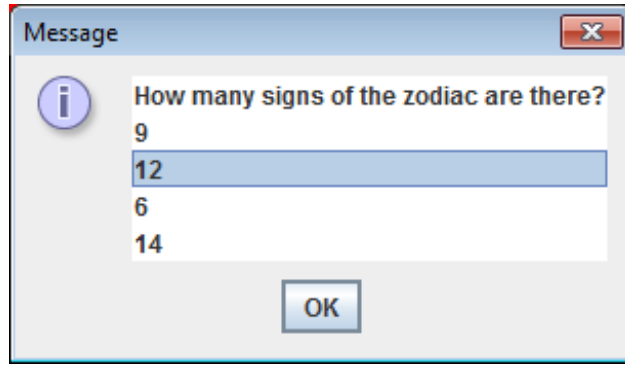


Figure 2: Questions and answer choices will be displayed in a list that appears in a separate window.

3 User Interactions and Playing the Game

3.1 Game board

The game board is composed of 52 tiles of different colors. Each color corresponds to a different question category. The colors and corresponding question categories are shown in the following table:

Color	Question category
Green	Science
Blue	Geography
Orange	Sports
Pink	Entertainment
Red	Arts and Literature
Yellow	History

The number of tiles of each color changes randomly with each game (there will always be several tiles of each color). The users should not expect the game board to contain an

equal number of tiles of each color.

3.2 Game versions

The users may select one of two versions of the game to play. In each version of the game, one turn is composed of selecting one tile and answering one question.

In version 1, two players compete to be the first to correctly answer one question from each category.

In version 2, the game ends when each tile on the board has been visited. The player who has answered the greatest total number of questions correctly is the winner.

3.3 Starting a new game

To begin a new game, select the "Play!" tab and press the "Start New Game" button at the top of the panel. This will prompt for the names of player 1 and player 2, which will be displayed on the left and right sides, respectively, of the panel. The users will also be prompted for which version of the game they would like to play.

3.4 Moving on the board

In version 1 of the game, in which players compete to be the first to correctly answer a question from each category, the allowed positions on the board are determined by the results of a die roll. To roll the die, click the "Roll die" button at the bottom of the panel, below the game board. Moves between adjacent tiles are legal.

In version 2 of the game, the users may select any tile on the board of their choosing.

Each tile may be selected only once.

The tile that is selected determines the category that a question will be presented from.

3.5 Answering questions

Once a tile is selected, a question will be presented in a pop-up box. The box will present a question and a list of answer choices. To answer a question, select an answer choice so that it is highlighted and press the "Answer" button.

3.6 Winning the game

In version 1 of the game, the game ends when one player has correctly answered a question from each category. The winner is this player.

In version 2 of the game, the game ends when all tiles on the board have been visited. The winner is the player who has correctly answered more questions, regardless of which categories the questions came from.