

Ingenious

The Board Game

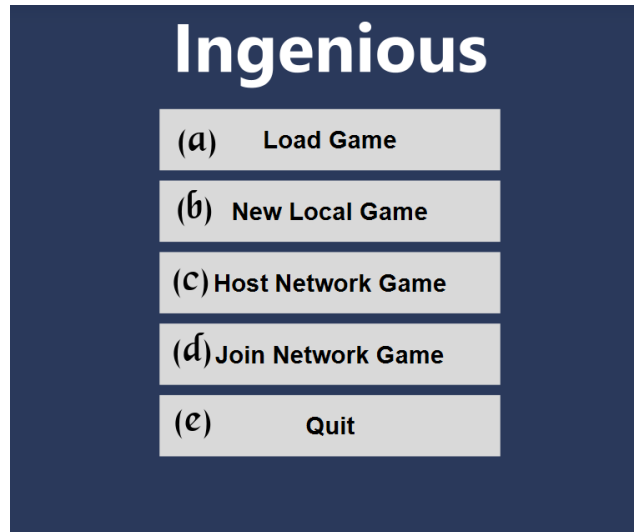
A Guide on how to play the game

From Group 1

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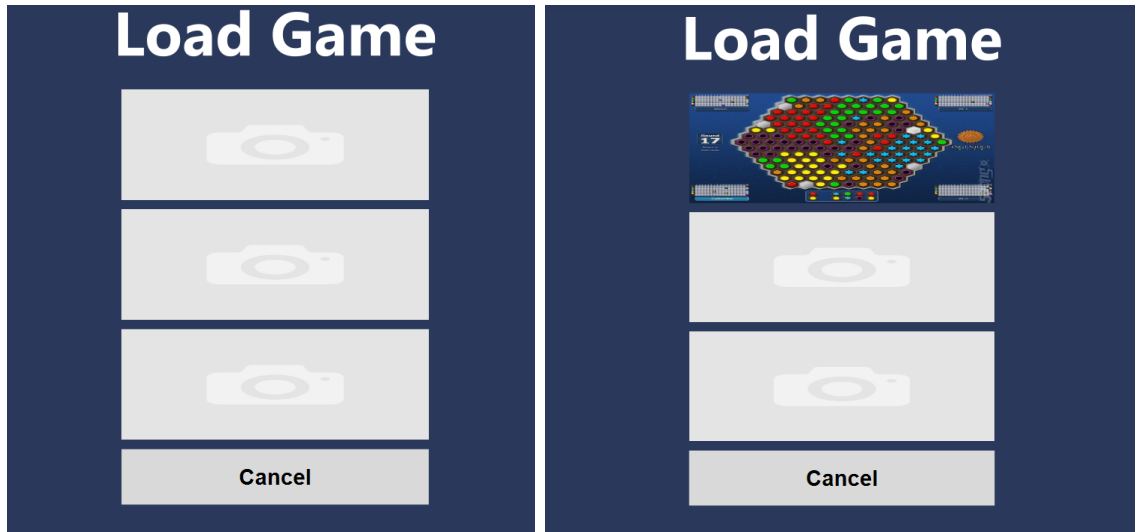
I**MAIN MENU SCENE**

This is the scene the player will see once you have started the application. It consists of five options for the player to choose.

- (a) Load Game — This option enables the player to load a previously saved game
- (b) New Local Game — This option allows the player to start a local game.
- (c) Host Network Game — This option enables the player to host a game and play it with other players remotely
- (d) Join Network Game — This option allows the player to join a network game that is hosted by another player with the same session ID provided by the host.
- (e) Quit — This option closes the game application

II

LOAD GAME SCENE



This is the scene where the player can load a previously saved game

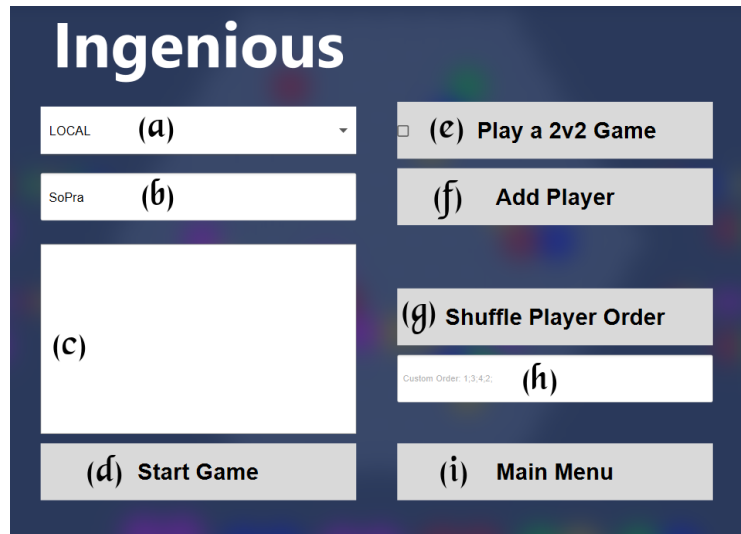
The scene consists of 3 slots to load saved games and a cancel button.

When there is a saved game, the slot will display an Ingenious game image , the player can then click on the image and load the saved game.

The cancel button will bring the player back to main menu.

III

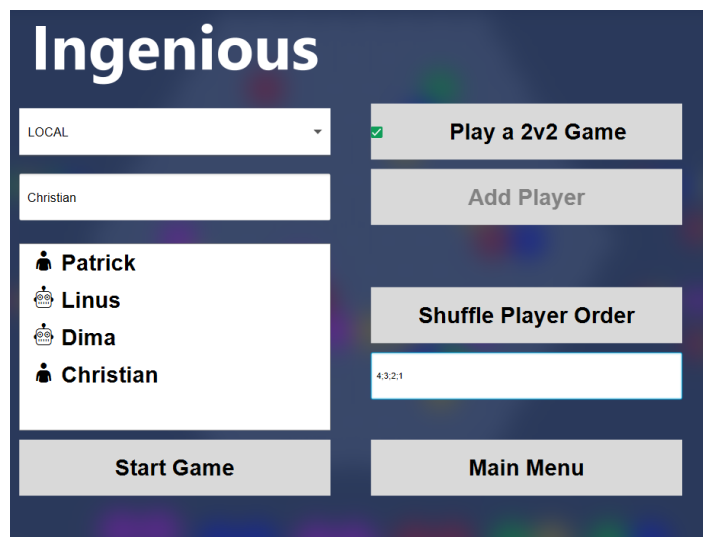
NEW LOCAL GAME SCENE



This is the local game main menu to configure player type and create players, the player has the option to play in a team game mode and the player order could be shuffled in a number of ways.

- (a) Player type selector – The player has to choose a player type before entering a player name. Player types include LOCAL(human player), AI(ai player), and AI RANDOM.
- (b) Player name – Insert the player's name here
- (c) Player list – A list of created players will be displayed here, with a human icon indicating a local type player, and a robot icon indicating an AI player.
- (d) Start game – Click here to start the game once the player has created two or more players
- (e) Team mode enabler – Click here to enable team mode(2v2).
- (f) Add player – Click here after the player has entered a name to create the player

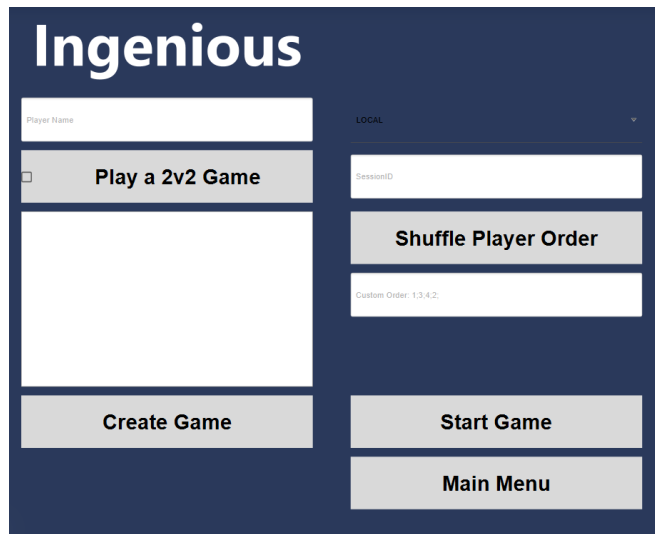
- (g) Shuffle player order – Shuffle the order of player by clicking this
- (h) Shuffle player order input – The player can customize the shuffling order by inputting the prompt below
 1;2;3;4 -> Normal Sorting
 4;3;2;1 -> Reverse the player order
 2;1;4;3 -> Swap order between player 1 and 2, then player 3 and 4
 [] -> Random Sorting
- (i) Main menu – Click here to return back to the starting main menu scene.



An example of setting up players

IV

HOST NETWORK GAME



The screenshot shows the 'Ingenious' host network game menu. The interface is dark blue with white text. At the top left is the title 'Ingenious'. Below it is a 'Player Name' input field. To the right of the input field is a dropdown menu currently set to 'LOCAL'. Below the input field is a button labeled 'Play a 2v2 Game' with a small square icon to its left. Below this button is a large empty white rectangular area. At the bottom left is a button labeled 'Create Game'. On the right side, there is a 'SessionID' input field, a button labeled 'Shuffle Player Order', and a 'Custom Order: 1,3,4,2,' input field. At the bottom right are two buttons: 'Start Game' and 'Main Menu'.

The host network game menu has similar options and functionality as in the local game menu.

The menu has an extra input field on the right for entering the session ID for other players to join.

After that, the host can press create game to establish the session.

Once two or more players has join, the host can start the game by pressing start game.

V

JOIN NETWORK GAME



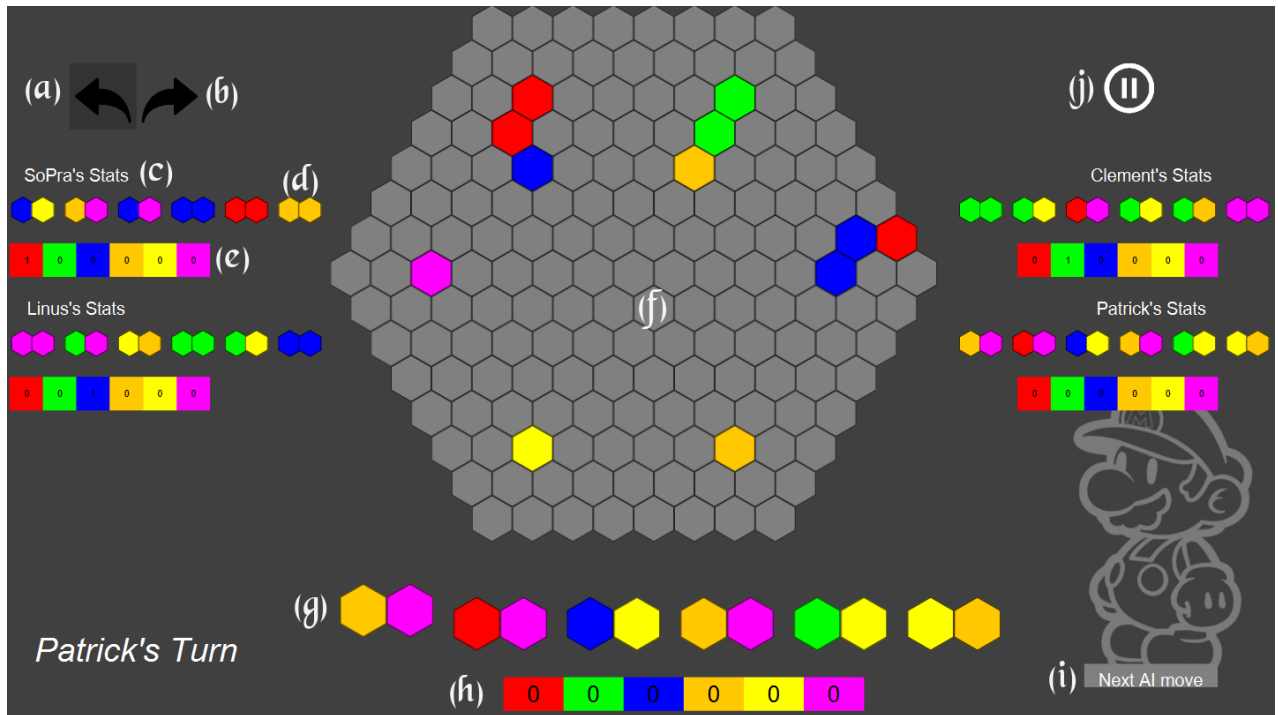
The screenshot shows a dark blue rectangular interface for the game 'Ingenious'. At the top, the word 'Ingenious' is written in a large, white, sans-serif font. Below the title, there is a small dropdown menu currently set to 'LOCAL' with a downward arrow. Underneath the dropdown are two white input fields. The first field is labeled 'Player Name' and the second is labeled 'SessionID'. Below these input fields are two grey buttons with black text. The top button is labeled 'Join Game' and the bottom button is labeled 'Main Menu'.

The join network game menu enables player to enter its player type and name.

The shared-by-host session ID can be then entered by the player in the session ID input field.

VI

IN GAME SCENE



This is the game scene that players will be playing the game on.

The scene consists of the main game board, which is made of hexagons, players own hand tile, their scoreboard, as well as other player's hand tiles and scoreboard.

There are also undo, redo and pause button with their own functionality.

- (a) Undo – Player is able to remove their placed tile by clicking this icon, alternatively players can also hit the escape(ESC) button on their keyboard to undo a move as well.
- (b) Redo – Player is able to re-place their removed tiles(from undo) onto the board again by clicking this icon.
- (c) Player's Stats – This shows who's hand tile and scoreboard below is.

- (d) Other player's hand tile– This shows the player's hand tile, it updates whenever the player has made a move on their turn.
- (e) Other player's scoreboard – This shows the score of each color based on the number in the respective color box
- (f) The board – It shows what tile has been placed.
- (g) Current player's hand – It contains of six hand tiles, with each hand tile containing two coloured hexagon. Clicking on one of them means that the tile is currently selected(indicated by its elevated position).
- (h) Current player's scoreboard – Keep track of score of each color
- (i) AI move button – Only visible when it's an AI player's move, by clicking the button or anywhere on the board will trigger the AI player to make a move.
- (j) Pause – Clicking it brings up the pause menu and pauses the game

How to Play:

At the start of the game , all player's stats (hand tile and scoreboard) and the board will be loaded in. Who's turn it is will be displayed on the bottom left corner of the screen.

The first round of the game requires all player to place a tile adjacent to one of the existing coloured tiles on the board.

To place a tile, first click on a hand tile at (g) , and that hand tile will be elevated. Then, click on a hexagon on the board when a current player's hand tile is selected to place the first color (left color) of a tile piece on the first click.

Then, select a position adjacent to the first placed color to place your second color. It is then the player has completed placing a hand tile to the board, then the player's turn (typically) will be over and it's the next player's turn to make their move.

Scoring in any one color happens when the player has placed a tile and there is same colored hexagon adjacent to it, then points is given to that color based on how many adjacent and same coloured hexagon found in all directions (except for the direction the second color was placed)

The game ends when there is no valid placement on the board, or in the extremely rare case of a player scoring 18 on all colours. And the winner will be the player who has the highest points on their lowest scoring color. Points of other color does not count towards it.

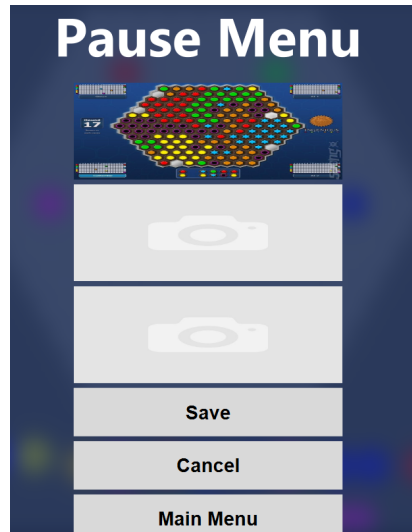
Bonus Round– The player will receive a bonus round (to place one more hand tile to the board) when the score of any one color in the player's scoreboard hits 18 or above. The player could receive more than one bonus round, i.e. if two colors hits 18 or above at the same time.



Swap all tiles– Player will receive the option to remove all of their current hand tiles and draw a new set of hand tiles if the following condition is met: Their current lowest scoring color (let's say its blue) is not found in any of their hand tiles (no blue present in all of player hand tile), then the player will be given the option to swap all tile or keep their current hand tiles.

VII

PAUSE MENU



This menu will be shown once the player presses the pause icon.

It consists of 3 save slot, a save button, cancel button and main menu button.

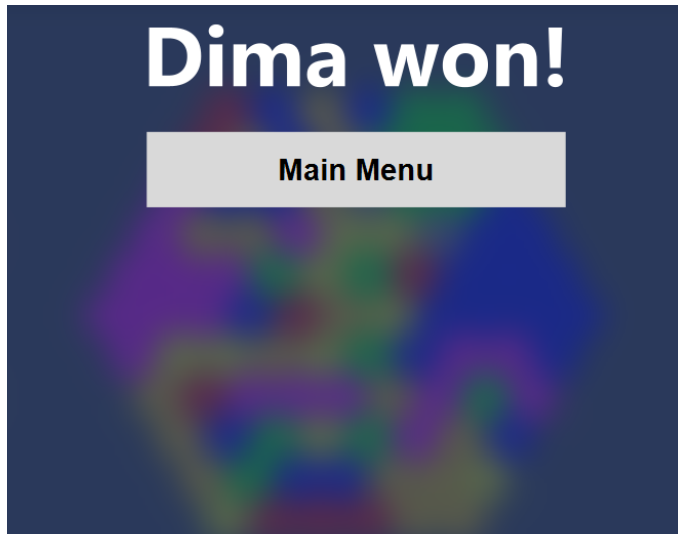
When the player wants to save the current game, they can click on one of the 3 slots (again slots with the Ingenious image means that there is already a saved game in that slot)

The player could then click save to assign the current game to that selected save slot.

Player could also press cancel to resume the current game or press main menu to go back to the starting menu.

VIII

END GAME



This scene shows who has scored the most on their lowest scoring color.

There is a main menu button to go back to the starting menu.