

# **CS 451 term project presentation**

Rory, Ben, Bruce, Tom, Denisa

# Team member roles

Rory – Chief Architect/Group Leader, Engine Designer

Ben – Co-Pilot, Interface Programmer

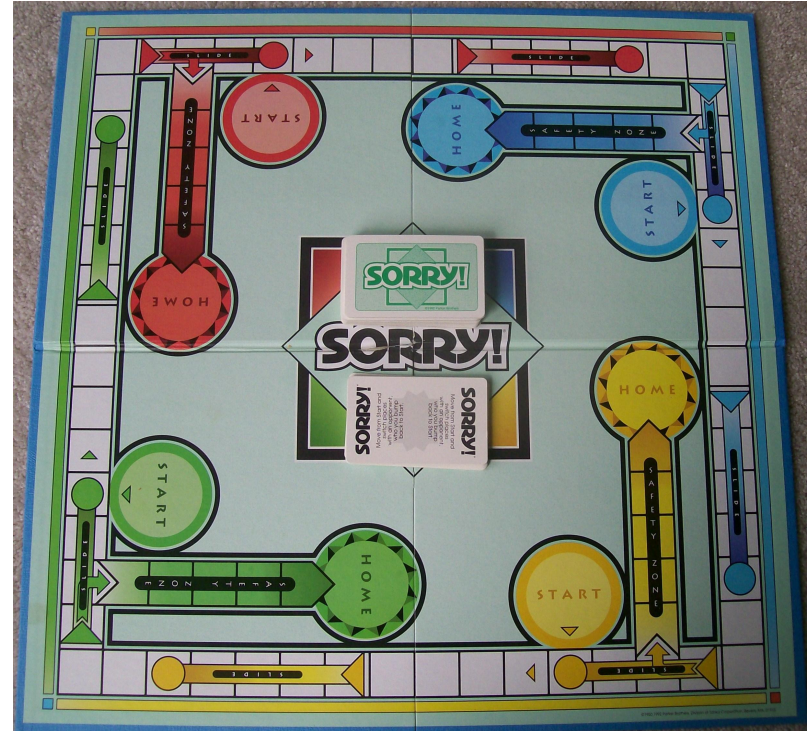
Tom – Administrator, Main Documentor

Bruce – Tester

Denisa – Tester, Documentor

# Our program: a clone of *Sorry!*

- A virtual board game.
- In Java, for desktop computers.
- Using different name due to Hasbro trademark.







# Main menu





# Player Setup

- Choose two to four players
- “Start” is only enabled when  $\geq 2$  players checked
- Enter player names
- Choose who goes first.  
(Play proceeds clockwise.)

Player Setup

Playing	First		Name
<input checked="" type="checkbox"/>	<input checked="" type="radio"/>		<input type="text"/>
<input type="checkbox"/>	<input type="radio"/>		<input type="text"/>
<input checked="" type="checkbox"/>	<input type="radio"/>		<input type="text"/>
<input type="checkbox"/>	<input type="radio"/>		<input type="text"/>

# The game board

Start (Yellow's)

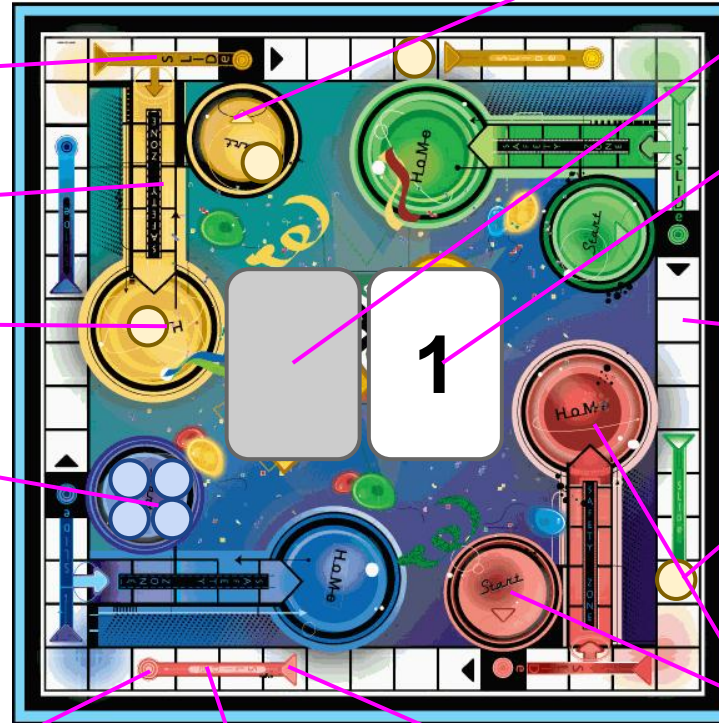
Safe Zone  
Entry Space

Safe Zone  
(Yellow's)

Home  
(Yellow's)

Start (Blue's; currently  
contains all four of his  
pawns)

All four players have  
the same board  
features of their color  
as each other.



draw pile (cards face-down)

discard pile (played cards,  
face-up)

a square

a pawn (one of Yellow's)

Missing players' areas  
are empty. They have no  
pawns and their turns are  
skipped.

slide end

a Red slide

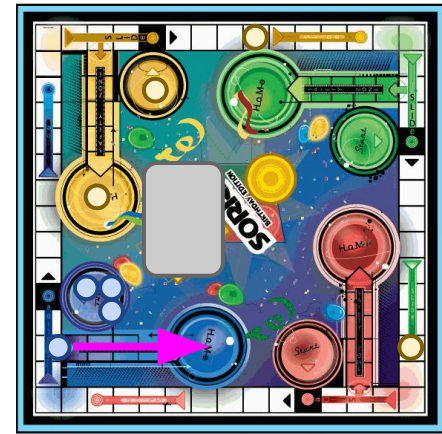
slide start

# The deck of cards

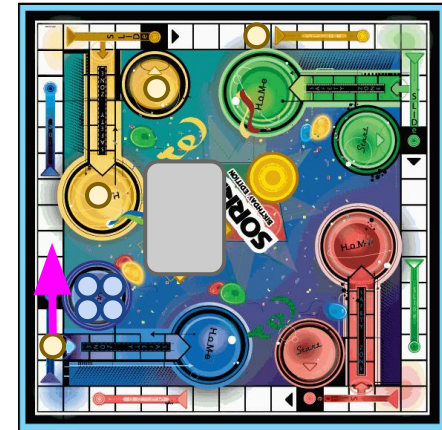
- 5 × “1” card
  - 4 × “2” card
  - 4 × “3” card
  - 4 × “4” card
  - 4 × “5” card
  - 4 × “7” card
  - 4 × “8” card
  - 4 × “10” card
  - 4 × “11” card
  - 4 × “12” card
  - 4 × “My Apologies” card
- The deck is shuffled before play.

# Safe Zone rules

- At a fork for a safe zone (Safe Zone Entry Space), same-color players must move into the safe zone, and different-color players must move around the outside. The move paths for these two situations are shown in the diagrams to the right.
- When moving along the outside track, you cannot move forward past your color's safe zone.
- Pawns are safe from being targeted by an 11 or My Apologies if in a safe zone.
- Pawns cannot move backwards into a safe zone, but they can move backwards around the outside, and then forwards into a safe zone on another turn.



Blue at safe zone entry space;  
safe zone along magenta line

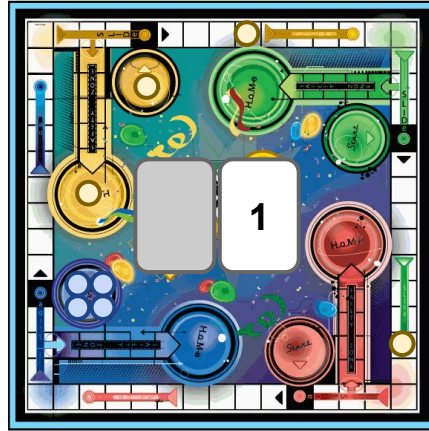


Yellow moving around opposing safe zone

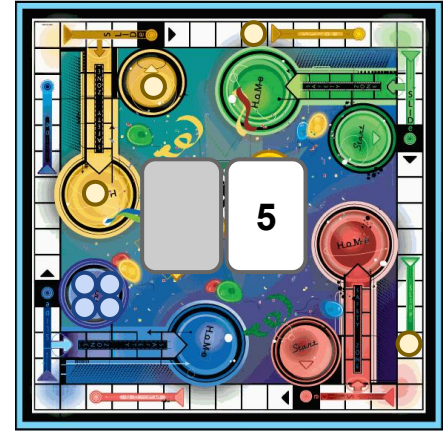


# At game start

- Each player starts with 4 pawns
- The objective is to get all 4 pawns home
- Movement by drawing cards; can only move out of Start on 1 or 2



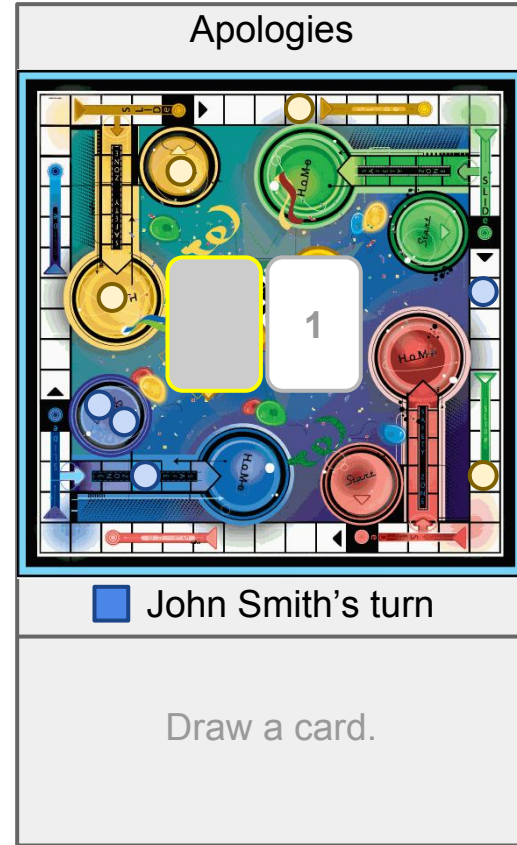
✓ Blue can move



✗ Blue can't move

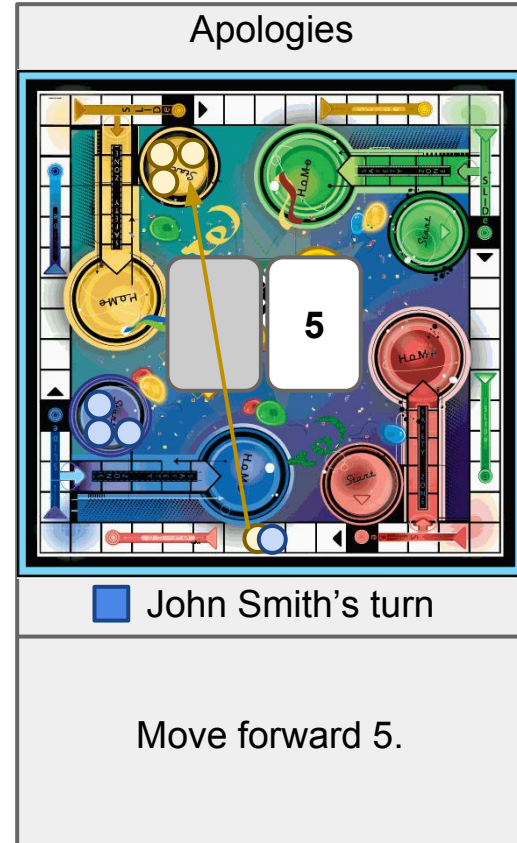
# At turn start – draw a card

At the start of every turn, the player must draw a card by clicking the deck. The drawn card will then be placed next to the deck.



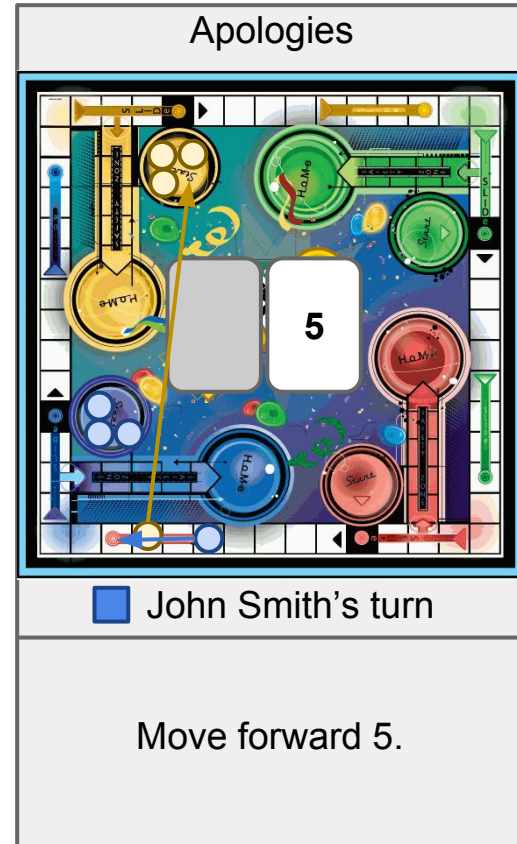
# Bumping

If you move past a pawn, you count it as a normal space. But if you land *on* another player's pawn, that pawn is sent back to the start. (“Apologies.”)



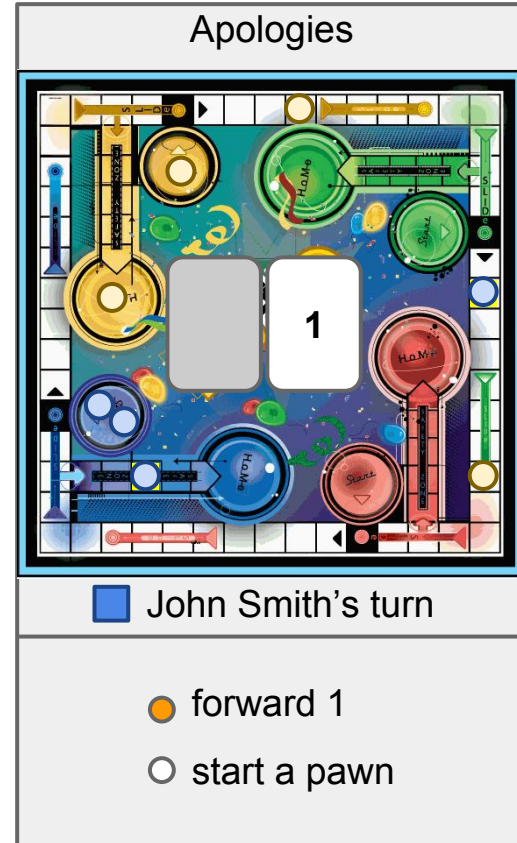
# Sliding

If your piece lands at the beginning of a slide that is *not* your color, it slides to the end of the slide, bumping *any* pawns in the way.



# 1 card

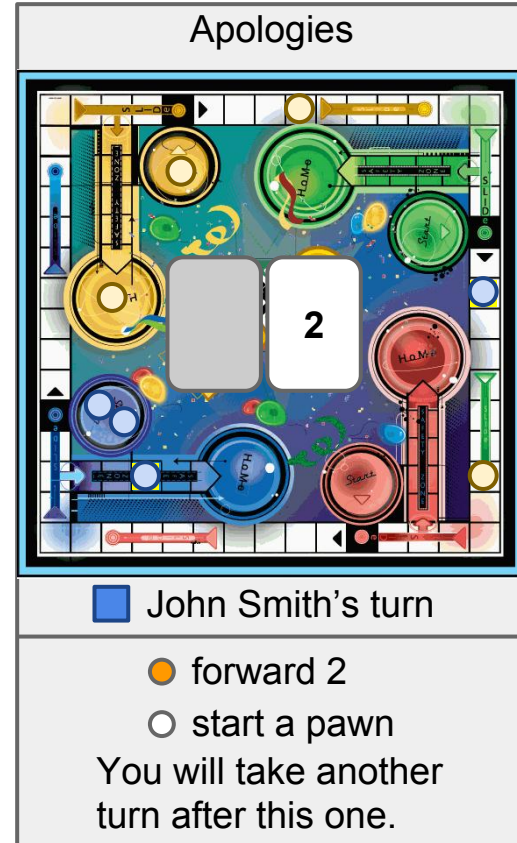
Either start a pawn  
OR move one pawn  
forward 1 space.



# 2 card

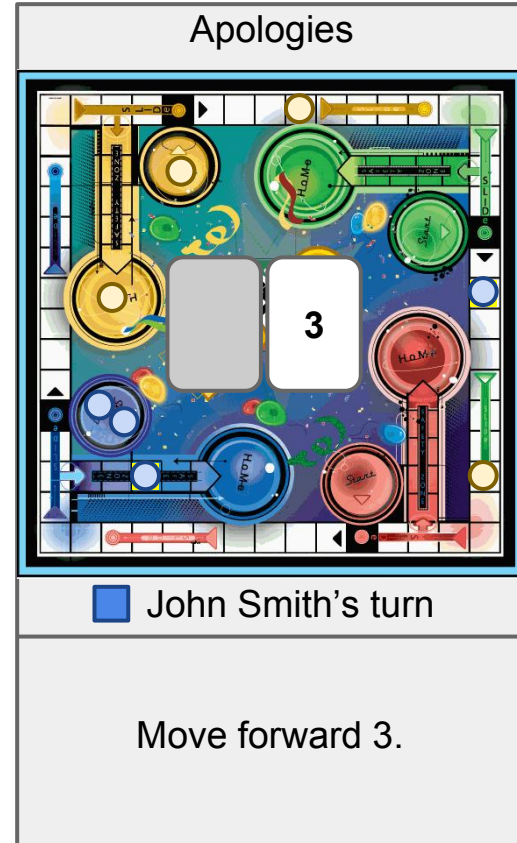
Either start a pawn  
OR move one pawn  
forward 2 spaces.

DRAW AGAIN and  
move accordingly.



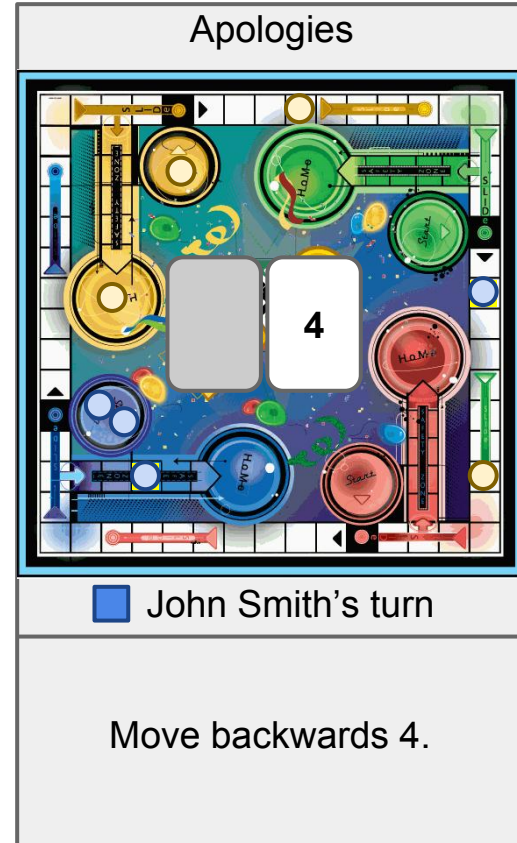
# 3 card

Move one pawn  
forward 3 spaces.



# 4 card

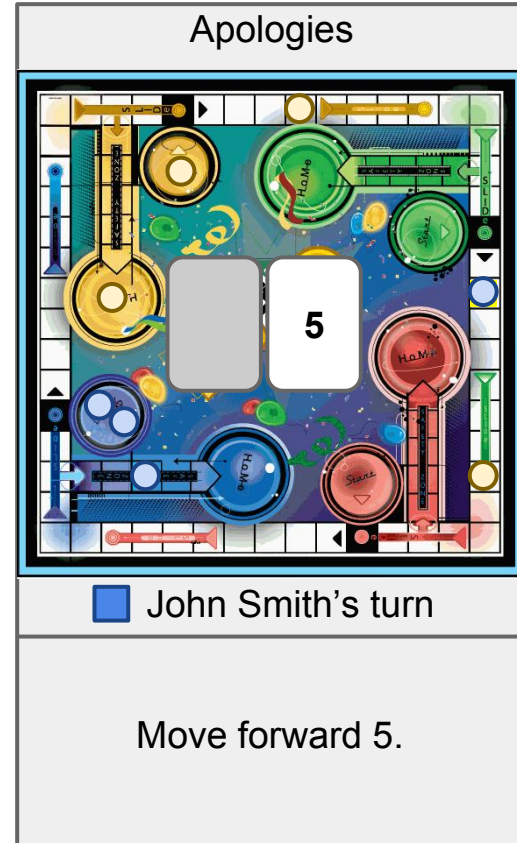
Move one pawn  
backward 4 spaces.





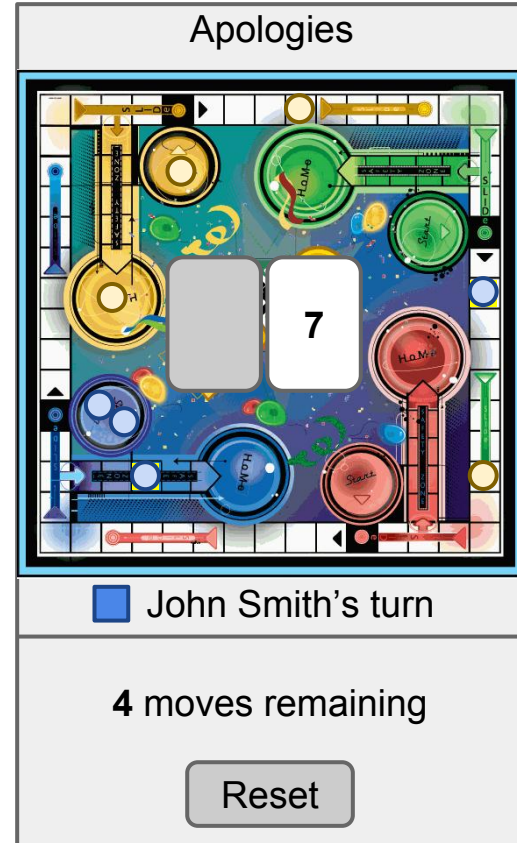
# 5 card

Move one pawn  
forward 5 spaces.



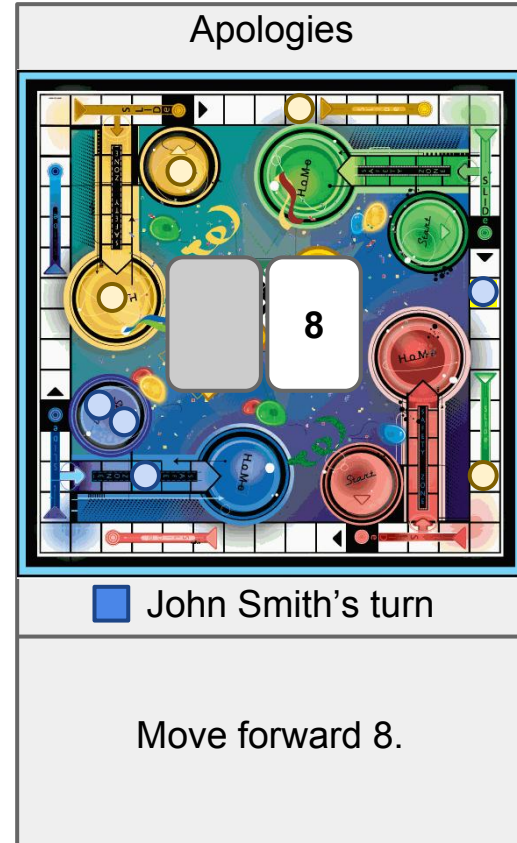
# 7 card

Either move one pawn forward 7 spaces—  
OR split the forward move between any  
two pawns.



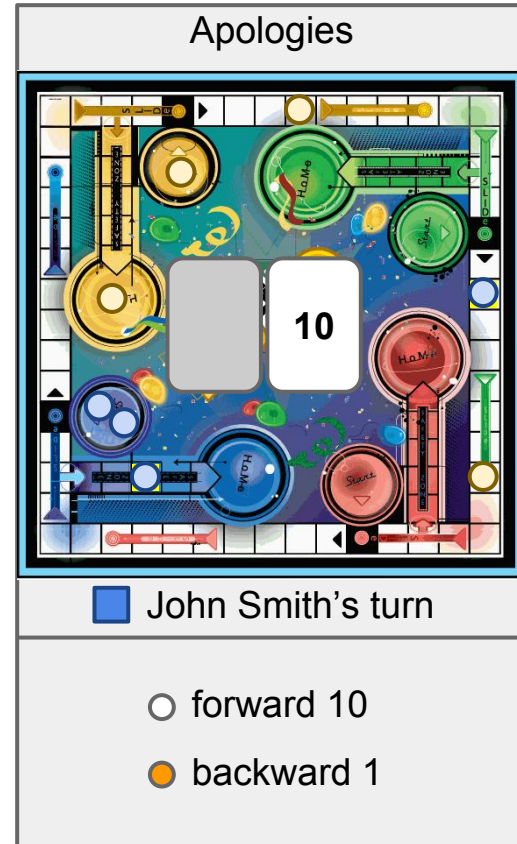
# 8 card

Move one pawn  
forward 8 spaces



# 10 card

Either move one pawn  
forward 10 spaces—  
OR move one pawn  
backward 1 space

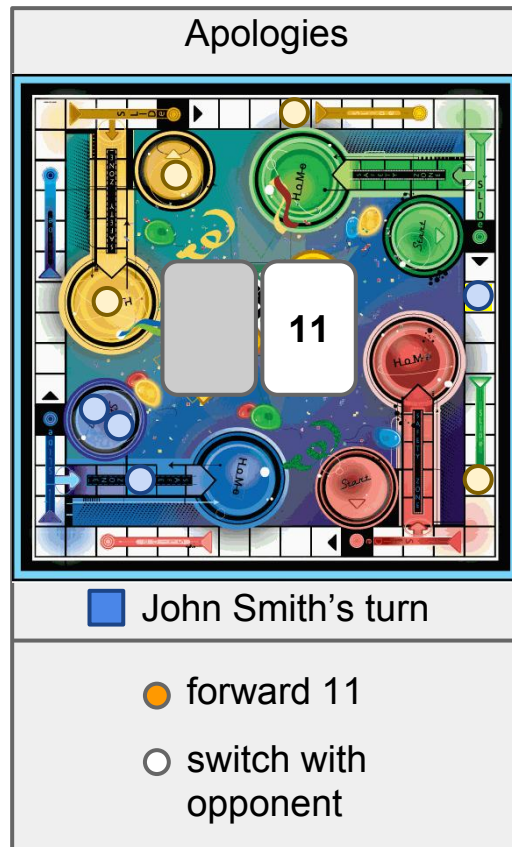


# 11 card

Either move one pawn forward 11 spaces—OR switch any one of your pawns with one of any opponent's.

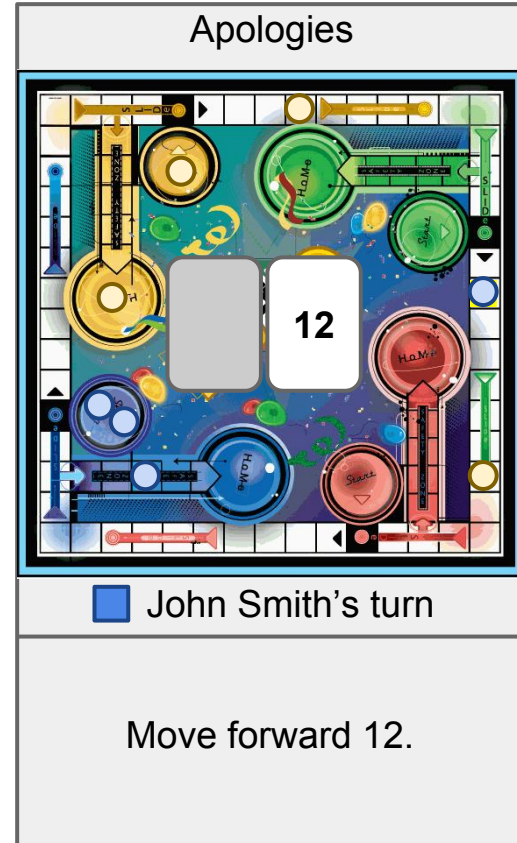
Notes:

- You may forfeit a switch if you wish and it is impossible to move forward 11 spaces
- You may only use 11 for pawns in the open track
- If your switch landed you at the beginning of an opponent's slide, slide to the end



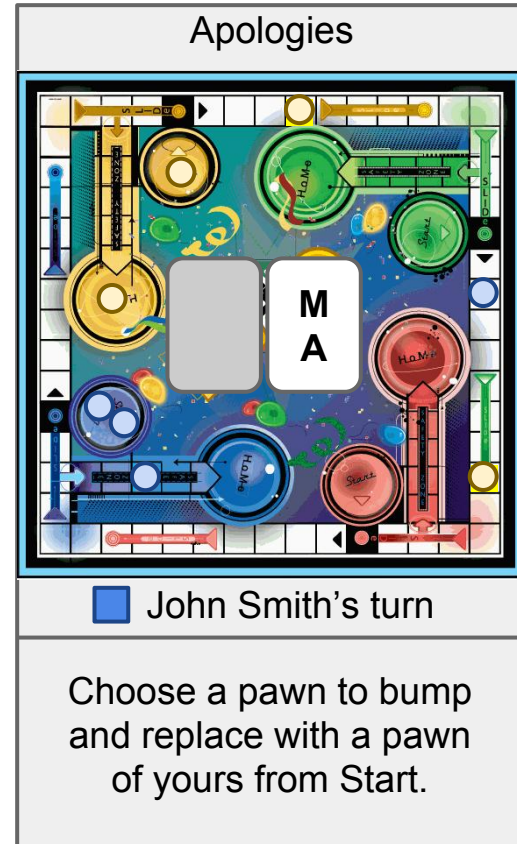
# 12 card

Move one pawn  
forward 12 spaces



# My Apologies card

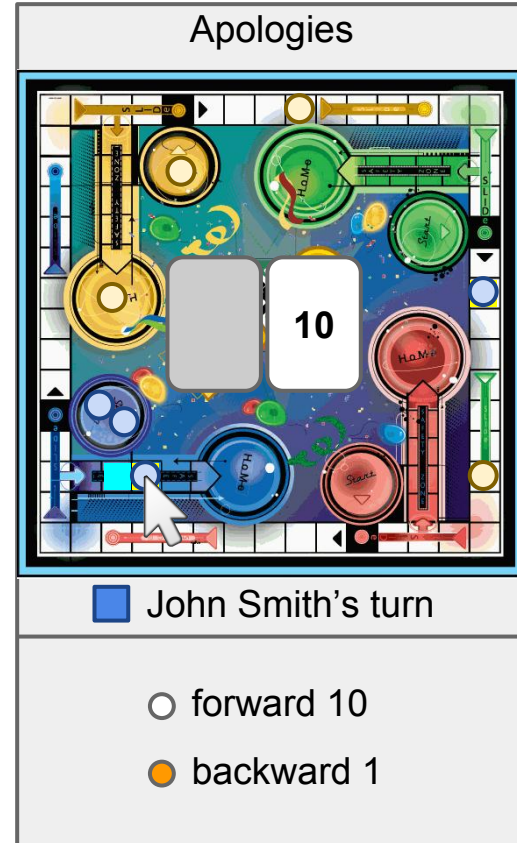
- Take one pawn from your START, place it on any space that is occupied by any opponent, and BUMP the opponent's pawn back to its START.
- If there is no pawn on your START or no opponent's pawn on any space you can move to, you forfeit the move



# Highlighting – normal and on hover

All pieces moveable with the current action selection on the board are always highlighted.

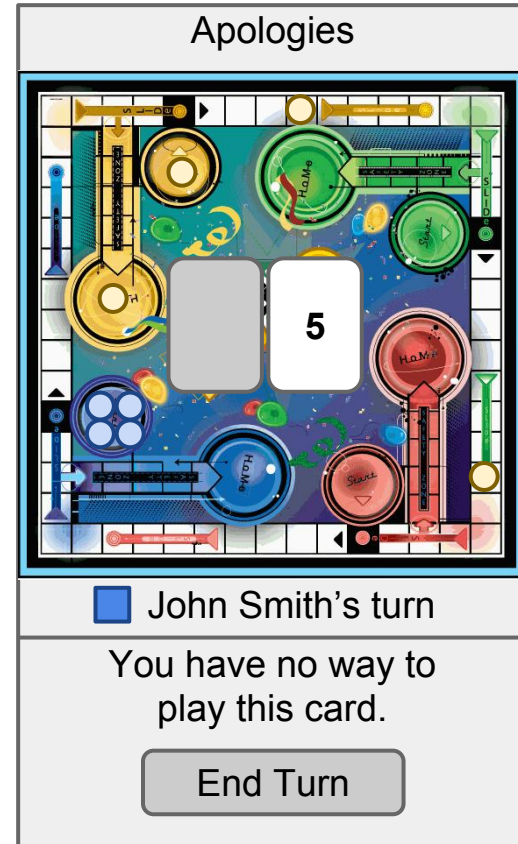
Also, when the mouse hovers over a moveable piece, the destination space, if applicable, is temporarily highlighted in a different color.





# If can't use drawn card

If you are unable to legally use any effects of the drawn card, or your only possible moves would make a pawn of yours land on another pawn of yours, you can do nothing but end your turn.

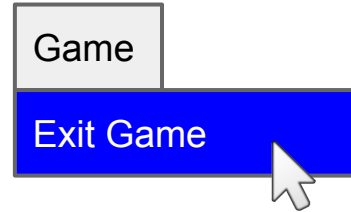


# Additional rules

- If you can move (without bumping yourself, as explained earlier), you must move.
- If a player would draw but the draw pile is empty, the discard pile is reshuffled into the deck before the draw.

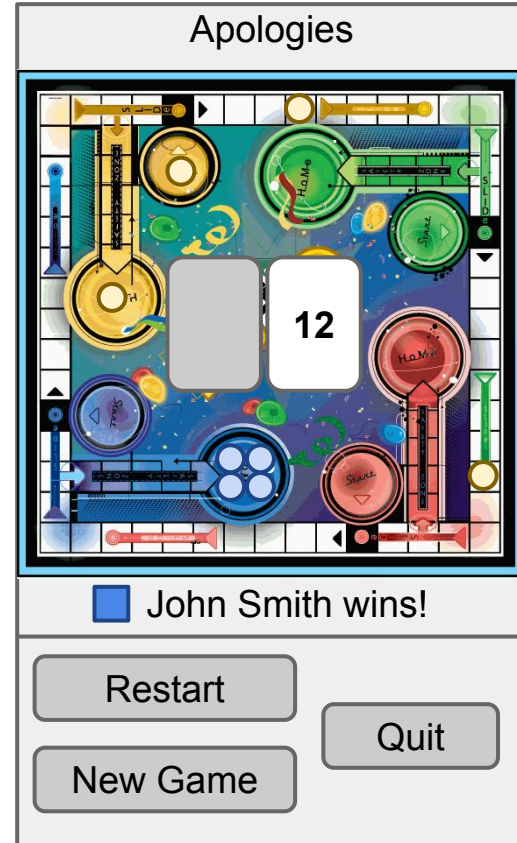
# Exiting an in-progress game

There will be a “Game” menu in the menu bar with a menu item “Exit Game”. That would return you to the main menu.



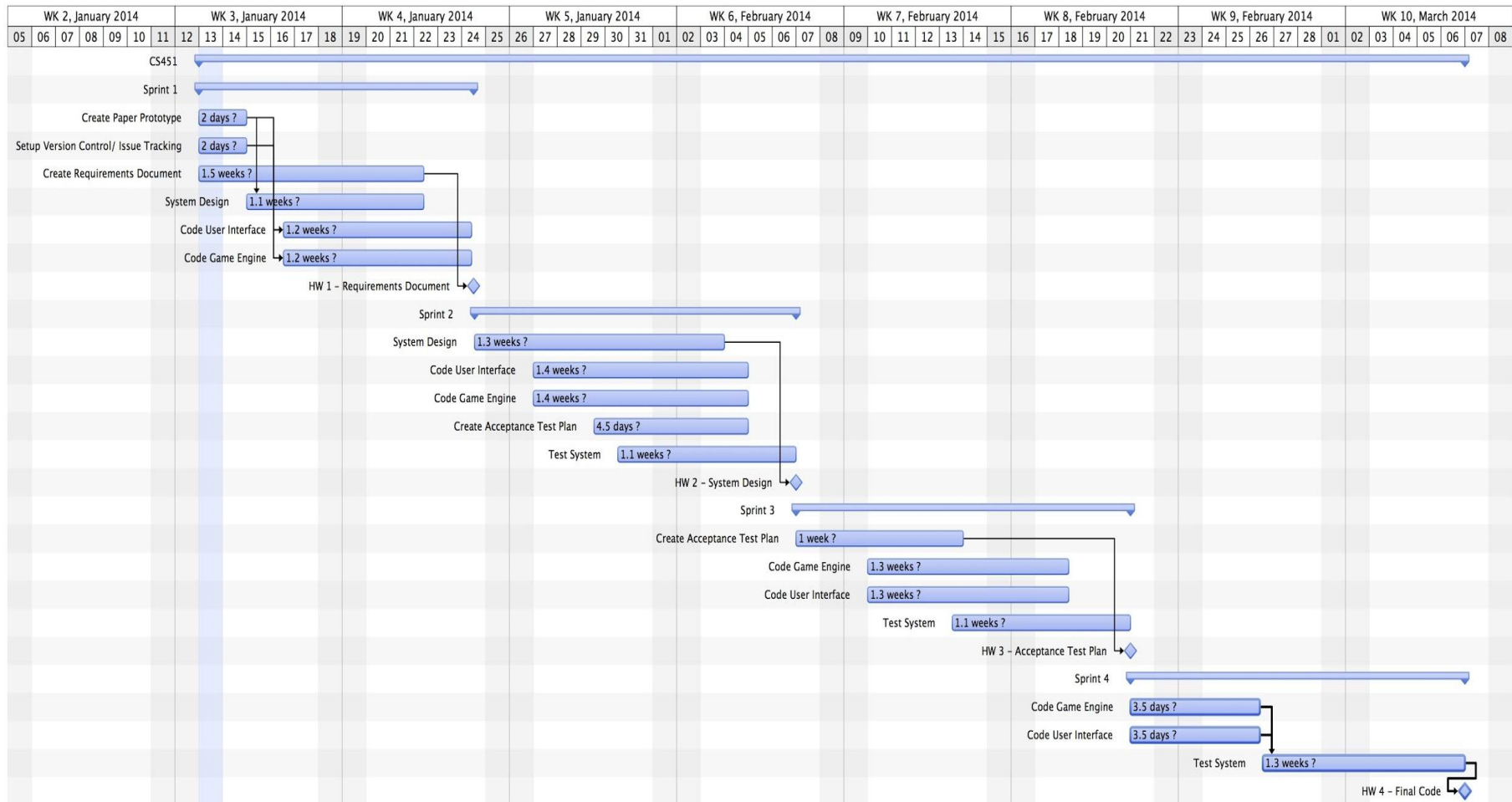
# Game end screen

- “Restart” starts again with the same players
- “New Game” goes to Player Setup



# Team Schedule

- Following Agile Methodology
- Four two-week sprints
- Milestones (HW assignments) at the end of each sprint
- Finished by end of week 9



# Optional features, if have time

- rotate board to face current player
- sound effects
- keyboard shortcuts
- support the 5-card hand rules “for adults”
- AI players
- save and load in-progress games
- networked multiplayer