

Operating systems used:

- MacOS
- Windows10

Instructions on using GUI to play game:

1. Press token button (token appears)
2. Press a player button below the token button, & a textfield will appear
3. Input value of bid into textfield
4. Press the BID button to finalize the bid
5. A timer will appear & begin to count down after the first player makes a bid
6. Repeat instructions 2-4 for the remaining players before the timer runs out
7. Once all players have placed a bid & the timer has run out, press a player button below the score board (bottom right) and a robot button (bottom centre) to move a robot
8. Control the direction of the robot with the directional buttons (bottom left)
9. If a player makes more moves than his bid, it's the next players turn
10. Repeat steps 6-7 for the remaining players
11. If a player wins the round, they will receive the token for that round
12. Repeat steps 1-4 for the next player, then press the reset button (to the right of the timer) to restart the timer for that round
13. Once all 16 tokens have been collected, the player with the most tokens will be declared the winner.

Notes:

- Load button in main menu doesn't load the save file, no functionality.
- Hint button is located in the game menu within the game's menu bar. It's enabled & disabled based on chosen settings but no functionality other than that.
- Save button is located in the game menu within the game's menu bar. It saves one file in the same directory as the ricochet robots directory (our GitHub repo).
- In-game manual located below save button.
- Color deficiency implemented by choosing the deficiency in the settings menu. Every component in the GUI is recoloured based off the chosen deficiency & taken from that palette.
- No computer player functionality
- Complex board implemented, not debugged
- Full game can be played on simple board

Enjoy!