

# Patchwork Game

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By Ernest Kwan, Lachlan Grainger and Jack de Kleuver



# Splash screen

Click here to continue...

Player One's resources

Buttons: 5  
Income: 0



● Player One  
● Player Two

Use the AI

Auto Play (CPU)

Buttons: 5 Buy Patch and place on Grid  
Income: 0

Confirm

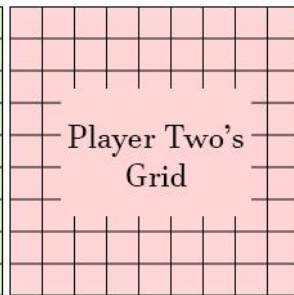
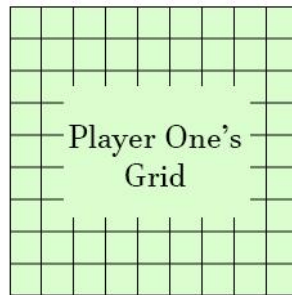
Placement:

Advance

Move one space ahead  
of the other player

Patch properties

Button Cost:  
Time Cost:  
Income:



available patches

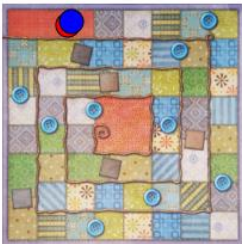


- Explains controls to user
- First thing user sees when opens game
- Assumes user already is familiar with the rules

# Empty Grid

## Player One's Turn

Buttons: 5  
Income: 0



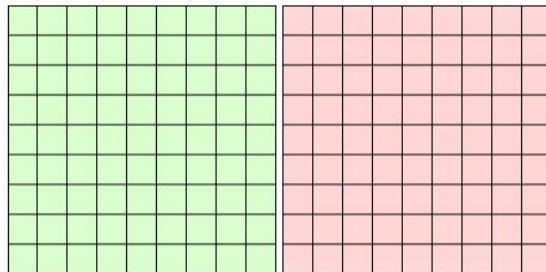
Auto Play (CPU)

Buttons: 5  
Income: 0

Confirm

Placement:

Advance



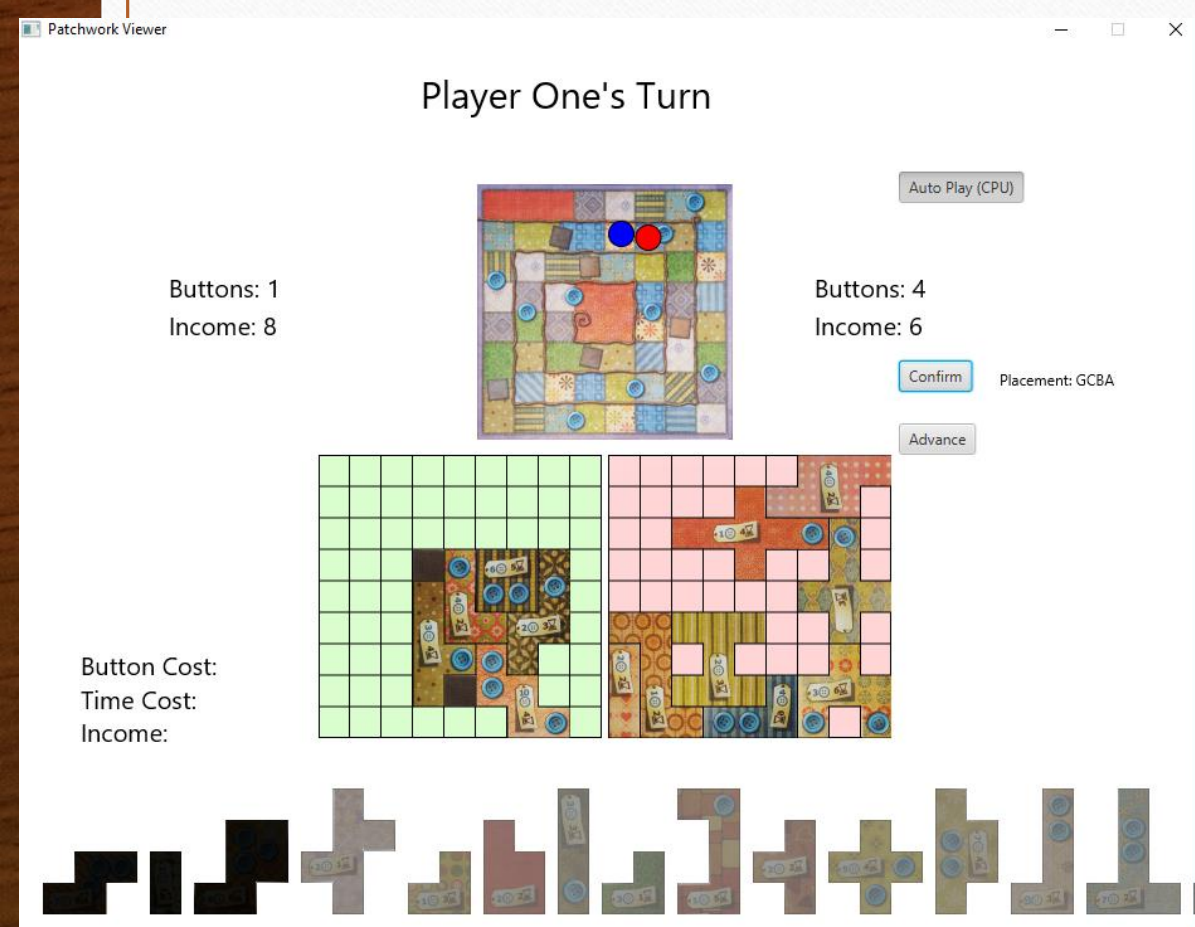
Button Cost:  
Time Cost:  
Income:



- Player One starts
- 3 first patches are able to be dragged, the rest are greyed out
- If the player has insufficient buttons to purchase a patch, the patch will be black and cannot be placed on the grid
- Both tokens in starting position
- Patches coming up are shown down the bottom



# Midway through game



- Buttons and income are up to date to reflect resources of each player
- AI is engaged
- 1x1 tiles ('h' tiles) have been placed
- Tokens have advanced on the board

# Game nearly concluded

- Limited number of available patches
- Boards are mostly full
- Tokens are on the last place on the board



# Score

Player Two wins

Player One's score: 9  
Player Two's score: 18

- Game concludes and score is displayed
- In this case, player two (the *AI*) wins



# Ernest's Work

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- I worked on how the AI processes the 1x1 'h tiles'
- I also worked on how the score is calculated from a placement
- I worked with Lachlan on making the 'smart' AI.

# Lachlan's Work

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- I worked a lot on the AI work
- I created a lot of functions within the 'Player' class, these function described some of the basic things that a player may do such as buying a patch or collecting their button income.



# Jack's Work

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- I mostly worked on the JavaFX/GUI side of the game.
- I completed the viewer class for task 6 that displays a given placement
- I also implemented most of the game class for task 8 and another class which I called GuiPatch that implements the drag and drop functionality.