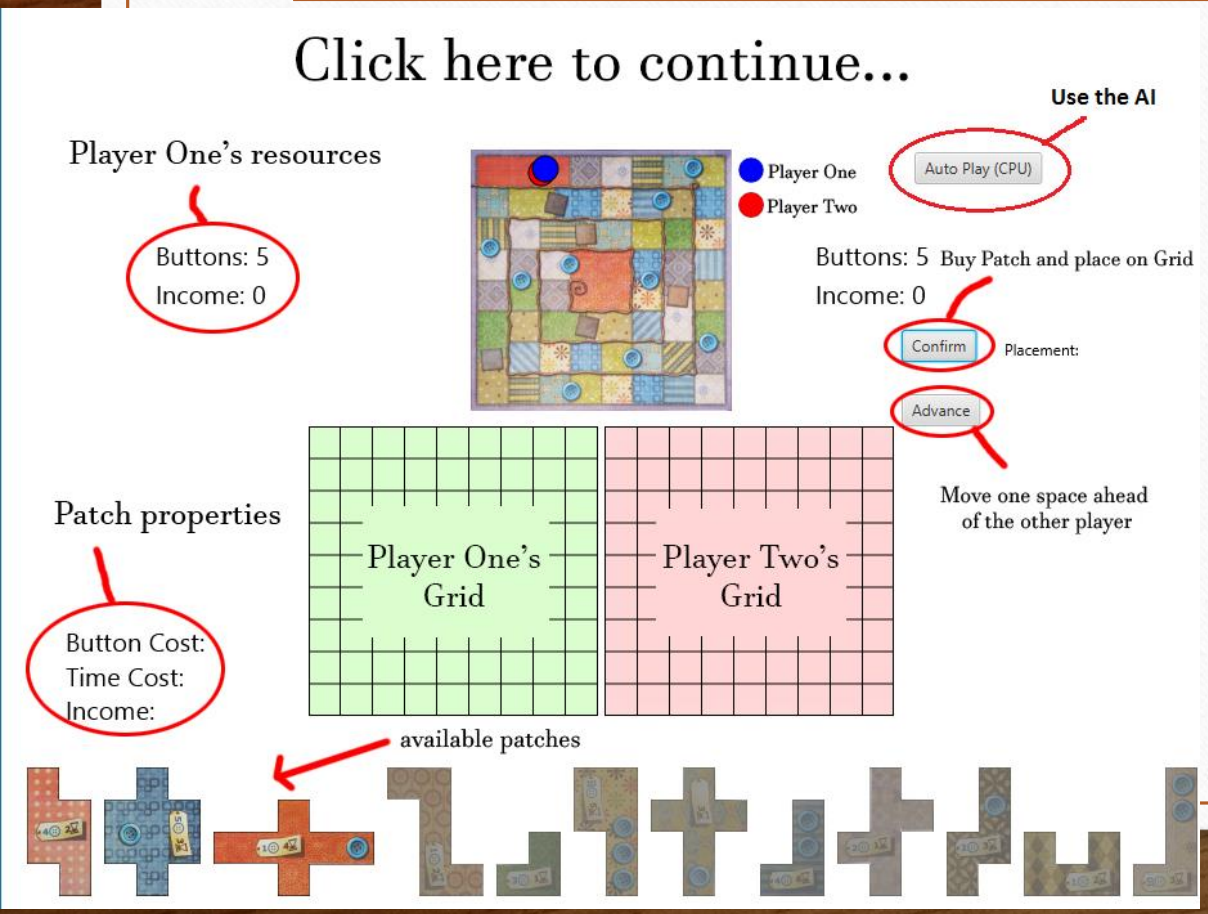
Patchwork Game

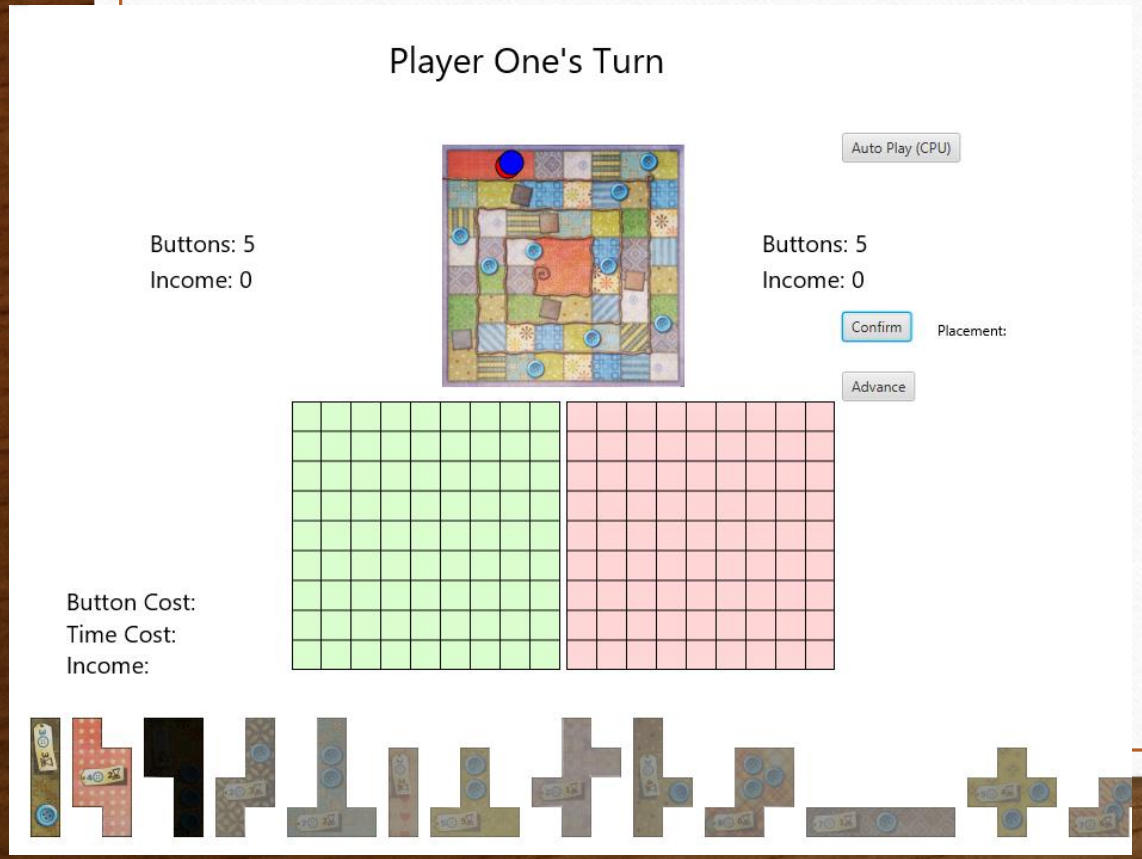
By Ernest Kwan, Lachlan Grainger and Jack de Kleuver

Splash screen



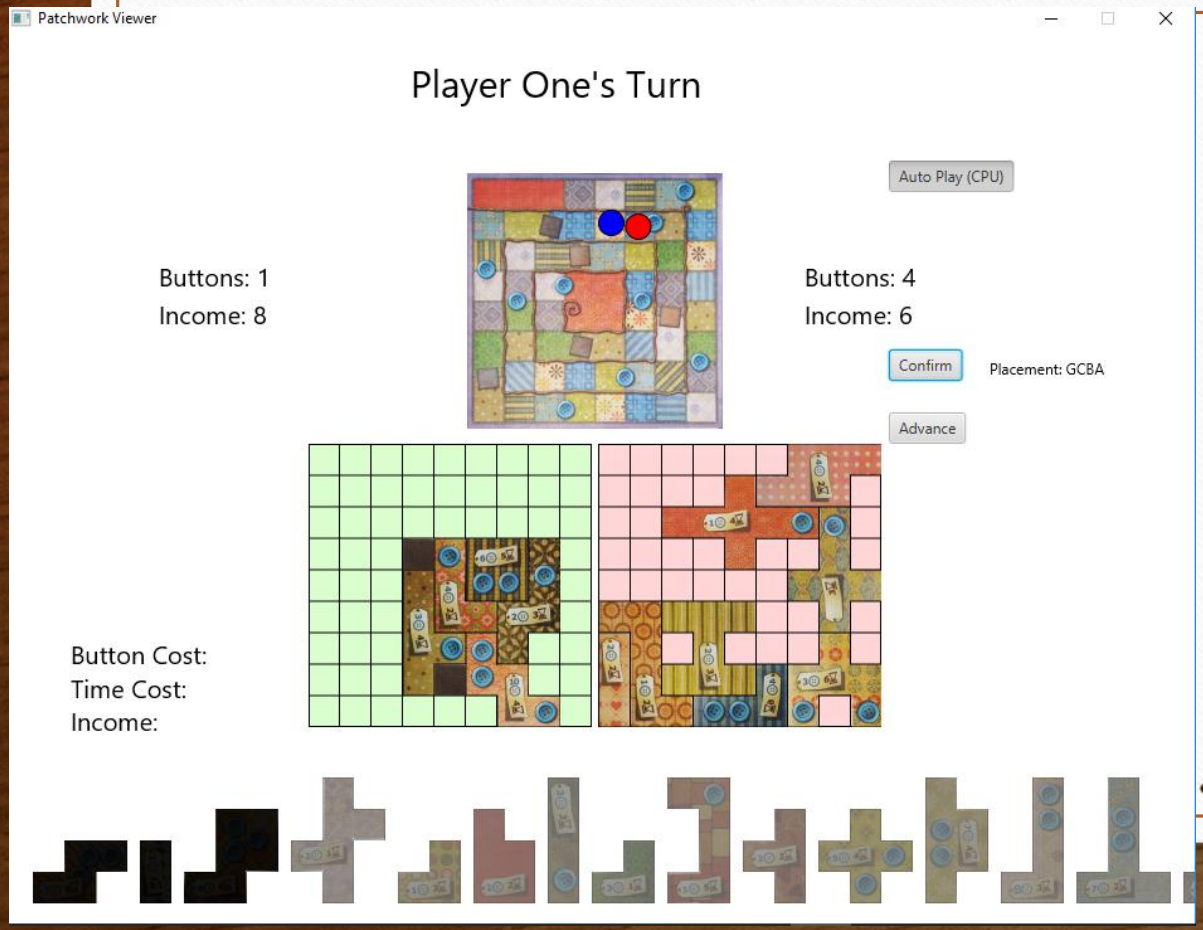
- Explains controls to user
- First thing user sees when opens game
- Assumes user already is familiar with the rules

Empty Grid



- 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

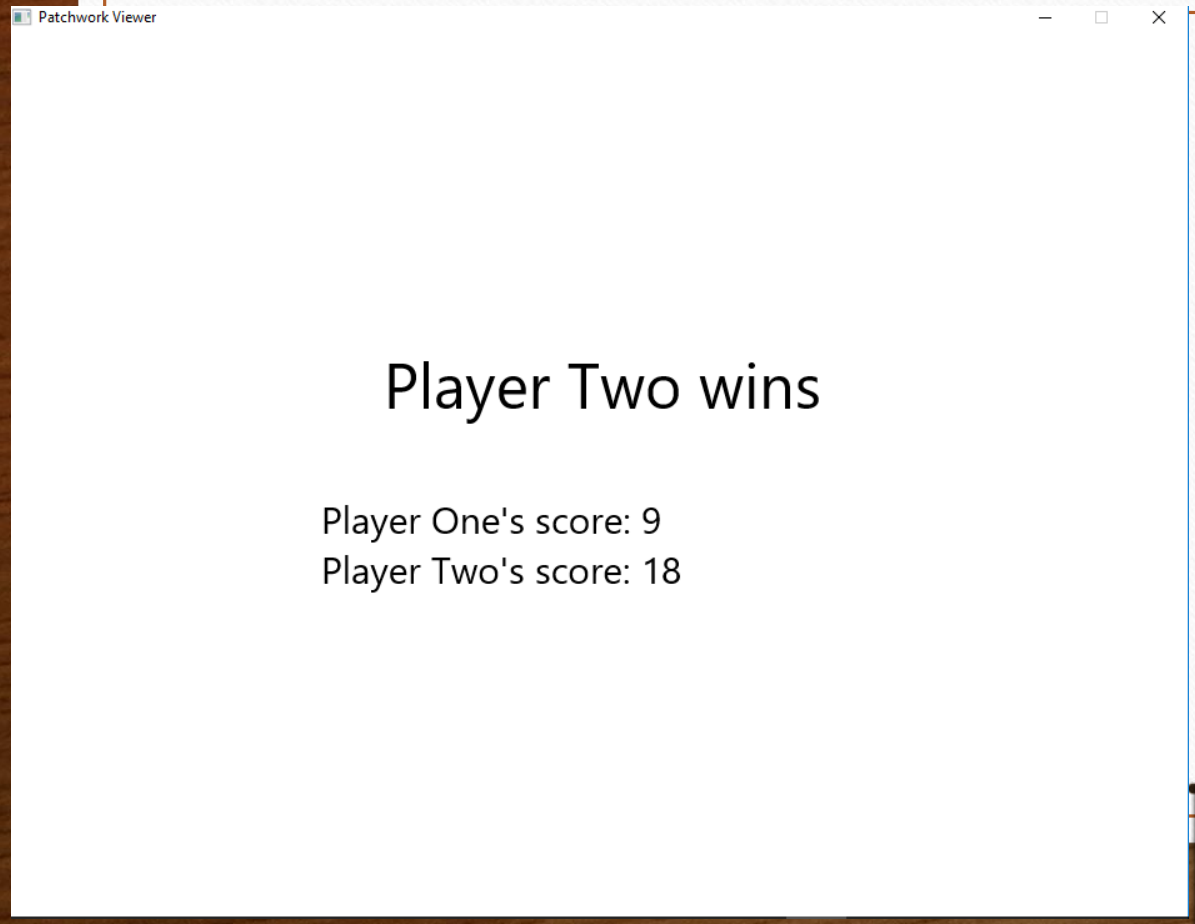


- Buttons and income are up to date to reflect resources of each player
- AI is engaged
- 1x1 tiles ('h' tiles) have been placed
- Tokens have advanced on the board

Game nearly concluded

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

Score



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

Ernest's Work

- 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

- 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

- 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.