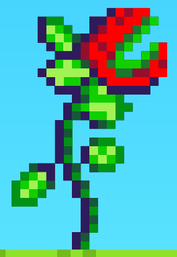
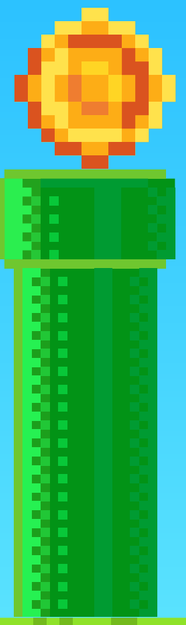
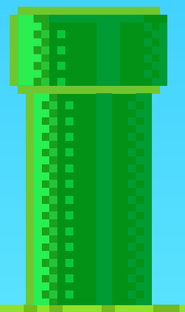
MANDARIN SQUARE CAPTURING



LET'S PLAY!





TEAM 13

Kim Duy Minh
20225578

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20225575

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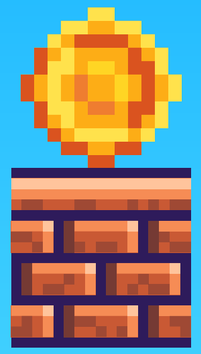
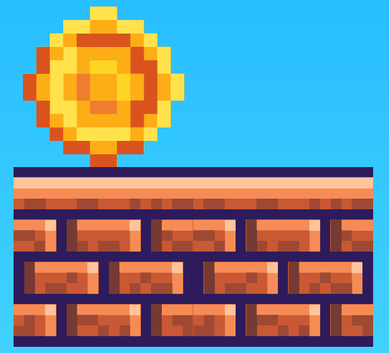
GAME INSTRUCTIONS

One board: 10 squares (each containing 5 gems), and 2 half circles (each with 1 large gem). The player selects one cell on their side to begin the game. Gems are spread until all are placed. The number of gems collected determines the score. The game ends when all half circles are empty or the player has no gems left to pick up during their turn. The player with the highest score wins. There are no time limits.



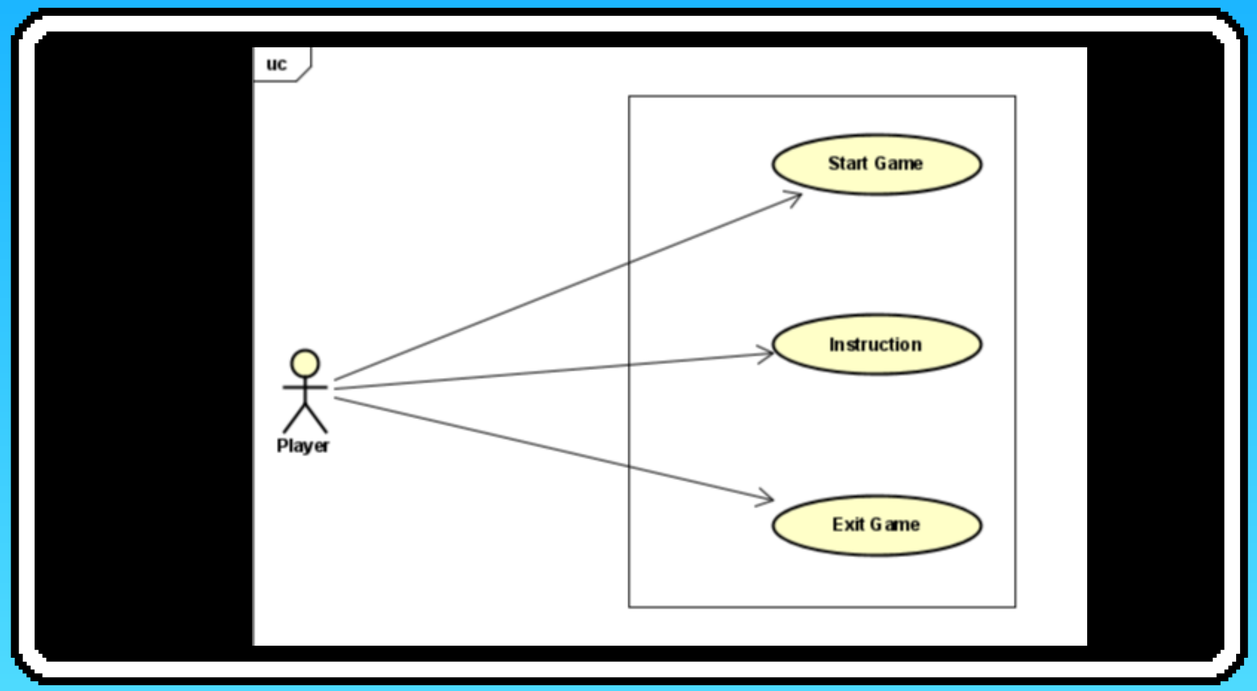


USE CASE DIAGRAM

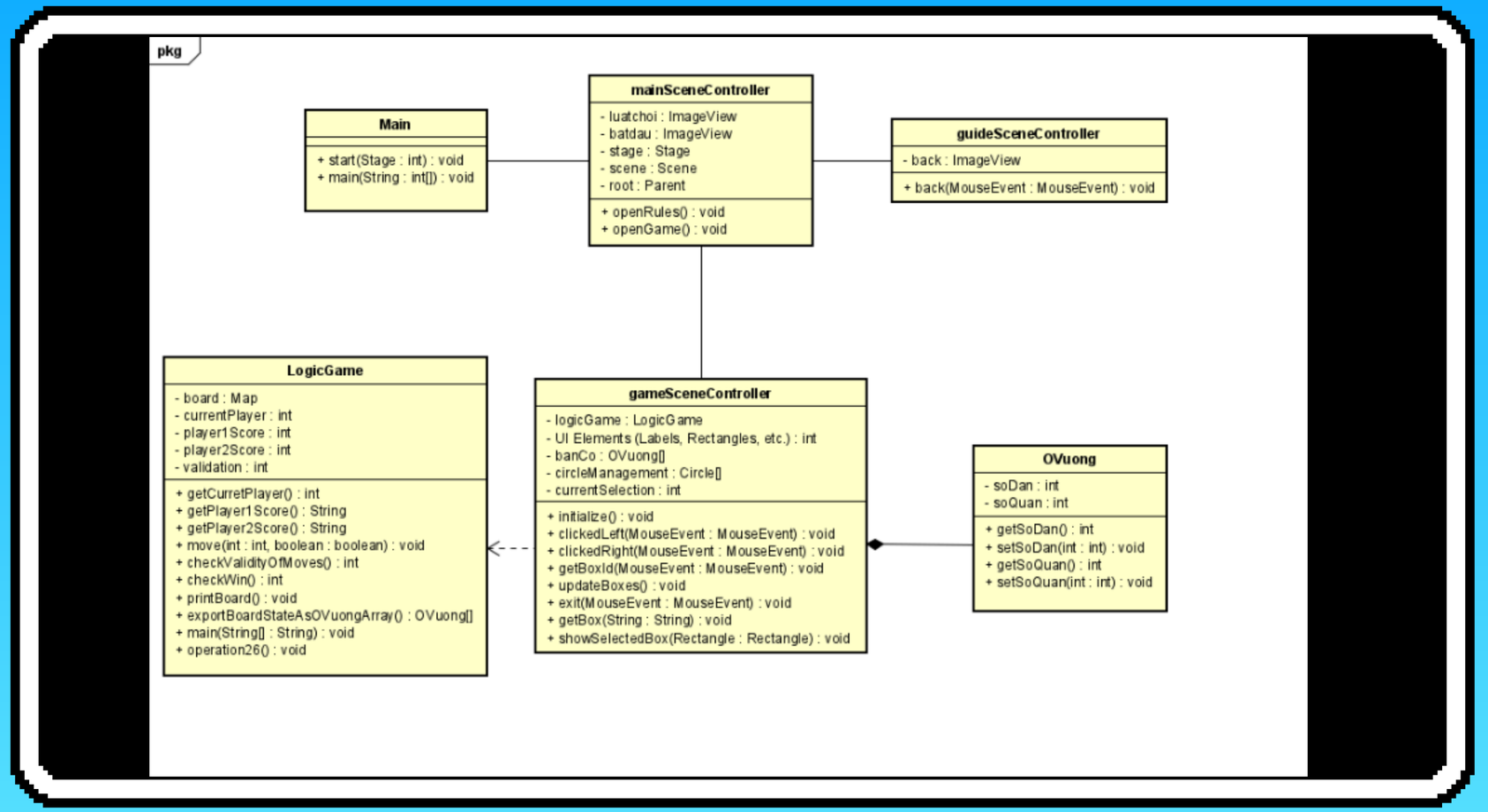
1.Start Game: When the player chooses to begin (by clicking the Start button on the Intro Screen), the program displays a playing board. The player then follows the rules until the game is finished.

2.Instructions: From the Intro Screen, the player can press Help to access the Help Menu and read the game instructions. The program will display a board outlining the game rules.

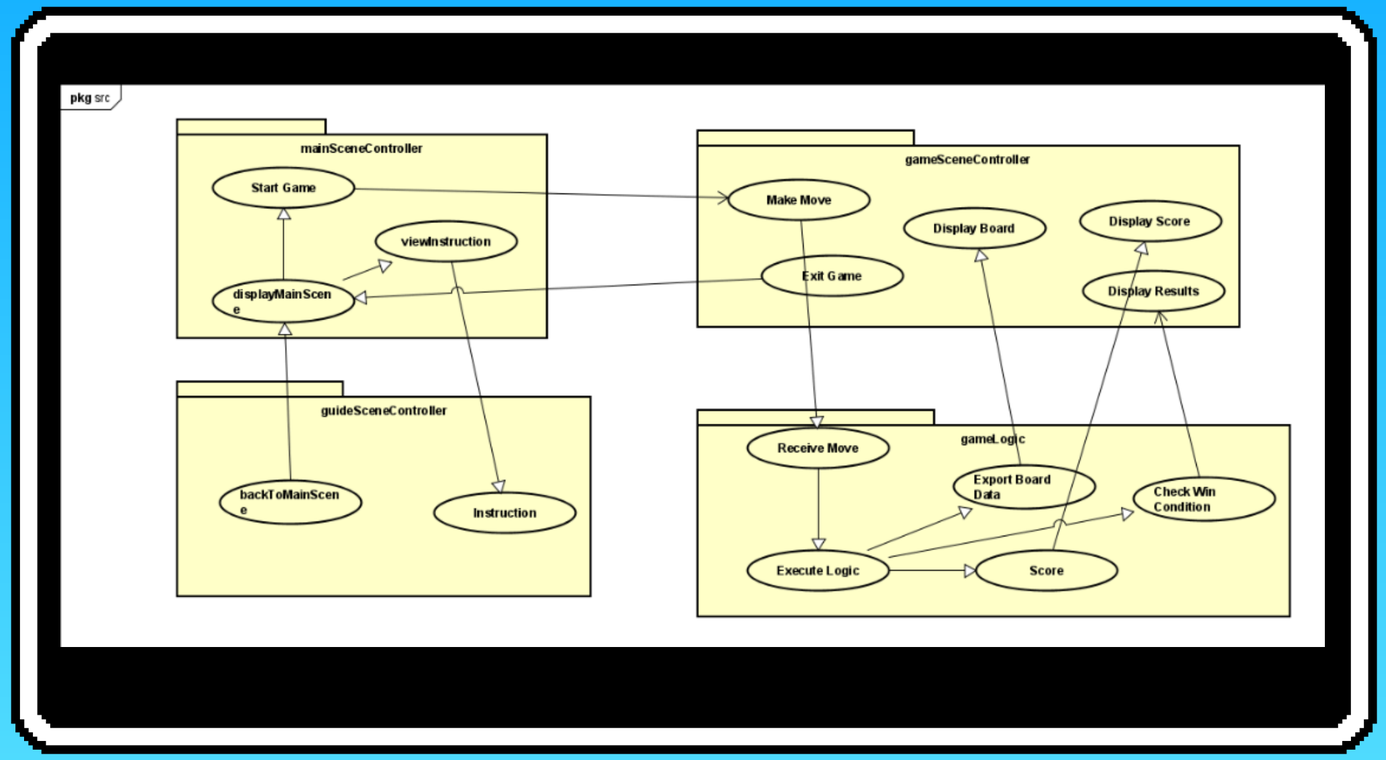
USE CASE DIAGRAM



General Class diagram

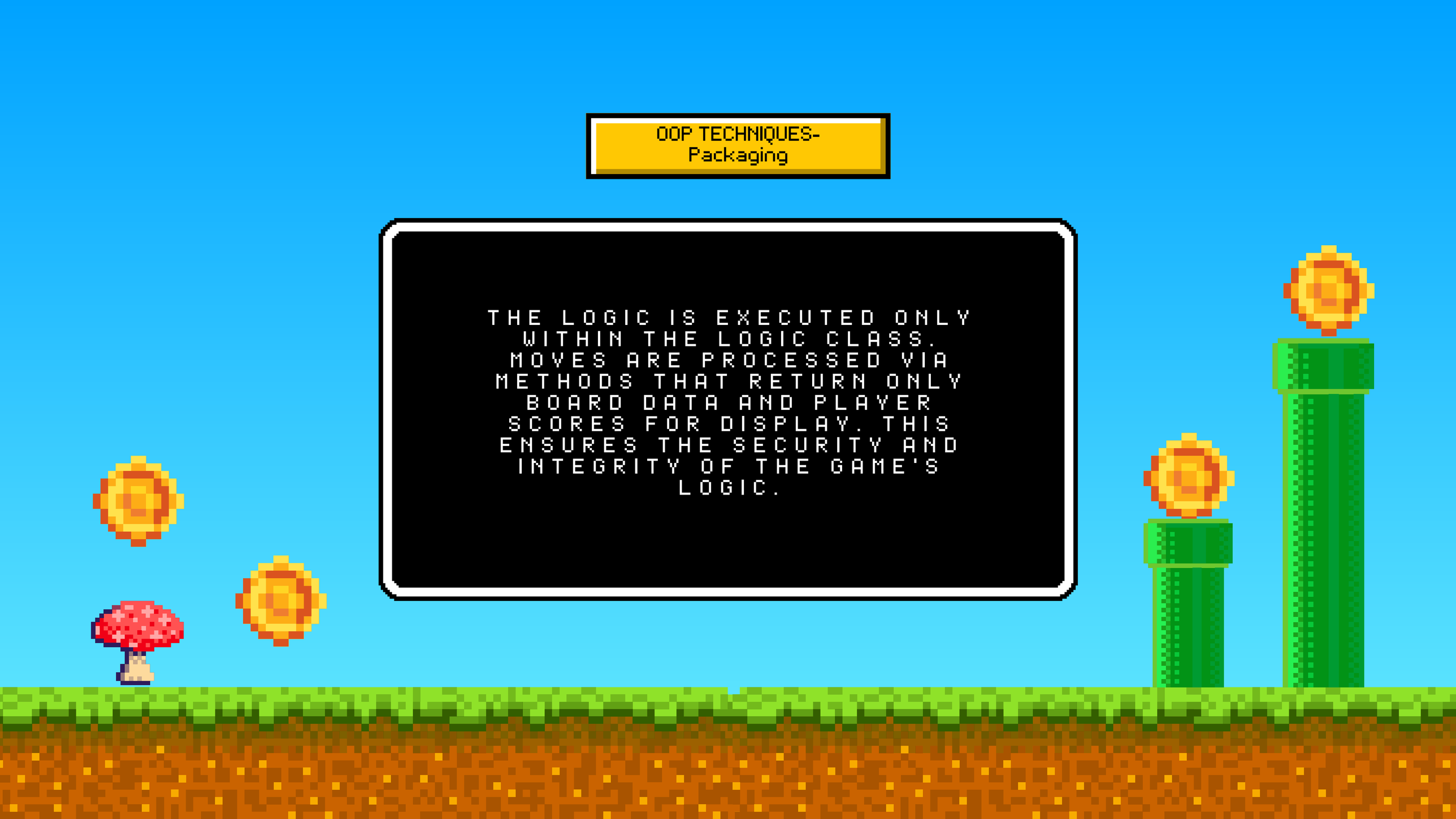


Class relationship



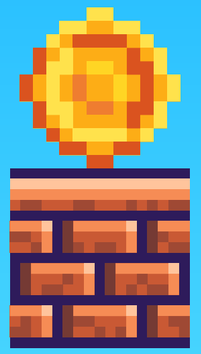
OOP TECHNIQUES-
Packaging

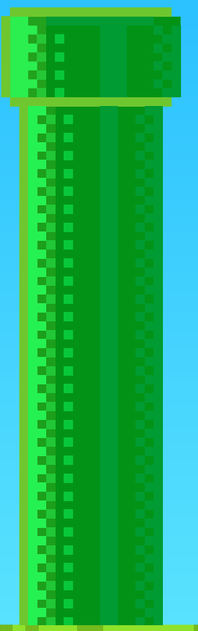
THE LOGIC IS EXECUTED ONLY WITHIN THE LOGIC CLASS. MOVES ARE PROCESSED VIA METHODS THAT RETURN ONLY BOARD DATA AND PLAYER SCORES FOR DISPLAY. THIS ENSURES THE SECURITY AND INTEGRITY OF THE GAME'S LOGIC.

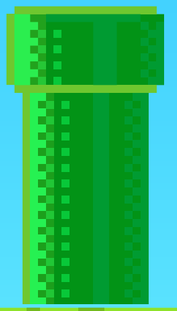


OOP TECHNIQUES- Abstraction

Abstraction is like an extended version of encapsulation, as it hides specific properties and methods to simplify object interactions. Programmers use abstraction for several beneficial reasons. Overall, abstraction helps isolate the impact of code changes. The goal is to minimize the effects if any errors occur.







DEMO VIDEO

Demo