

Group 4

Iteration 4

Description of the Game of Ricochet Robots

After a successful running of the code, you will see a window which will ask you to choose the difficulty of the game that you want to play. There are two difficulties available "simple" or "hard". The difference between two difficulties are two different type of boards where in the "hard" mode the board has diagonal barriers which will make the game harder to win. After you have chosen your difficulty level, there will be a window shown where each player (up to 4 players) will enter their desired user name to be shown in the game. After all players successfully entered their names then one player has to click on the "done" button at the bottom of the page. After that the board will be shown. In the middle of the board in the big black square (vortex) a target chip is shown which has a specific shape and color. Each player has the option to make/update a bid by clicking the button called "bid". The number entered is the shortest amount of moves in which the player believes that they can carry the robot with the same color as the target chip shown in the vortex to the destination (position of the target chips shown). After each player placed their bid in the time allocated, then the player with the smallest number entered has to prove their bid. After bid are placed, a moving pad with 4 directions will be shown in the bottom of the window where each direction can be used to move the robot. If the player can prove their bid, then the target chip will be added as their trophy. The player who reached the destined numbers of target chips faster than the others is the winner. After a player has won the game, winner will be announced and the replay option will be offered to the players. On the top left of the window the "settings" option is shown. In that options features such as "save game", "load game", and "change theme" are available to be chosen. If you choose the "change theme" option, you will be given four different options from which you can choose your desired theme and change the color scheme of the game (robots and target chips).