

Group #4

Iteration #2

Description of the program (minor release 1)

This code creates the game of Ricochet Robots. So far for the first minor release of the program, when you run the program base on the instruction provided on how to run the code, you should be able to see a GUI showing up which will ask you to choose the desired difficulty of the game (board). Since this was not a part of our first minor release whatever option you choose will not change the representation of the game and both boards shown will be the same board. After the difficulty is chosen, then the GUI will be updated and it will provide a space for users to enter their preferred user names. After the preferred user names are entered then you can click “done”. Then a frame will be shown which includes the board game and other information. On the right side of the frame, the names of the users and the numbers of target chips gained by them will be shown. The top part of the frame includes menu where you can see three options, “load”, “save”, and “change theme”. If you select the “change theme”, there will be a drop down that will show you the available options for theme to be chosen upon a click. Based on the desired chosen option, the color of the robots and target chips that are on the board will be changed to the desired chosen theme. The options for load and save are not functional yet (they will be functional on upcoming releases for the program).