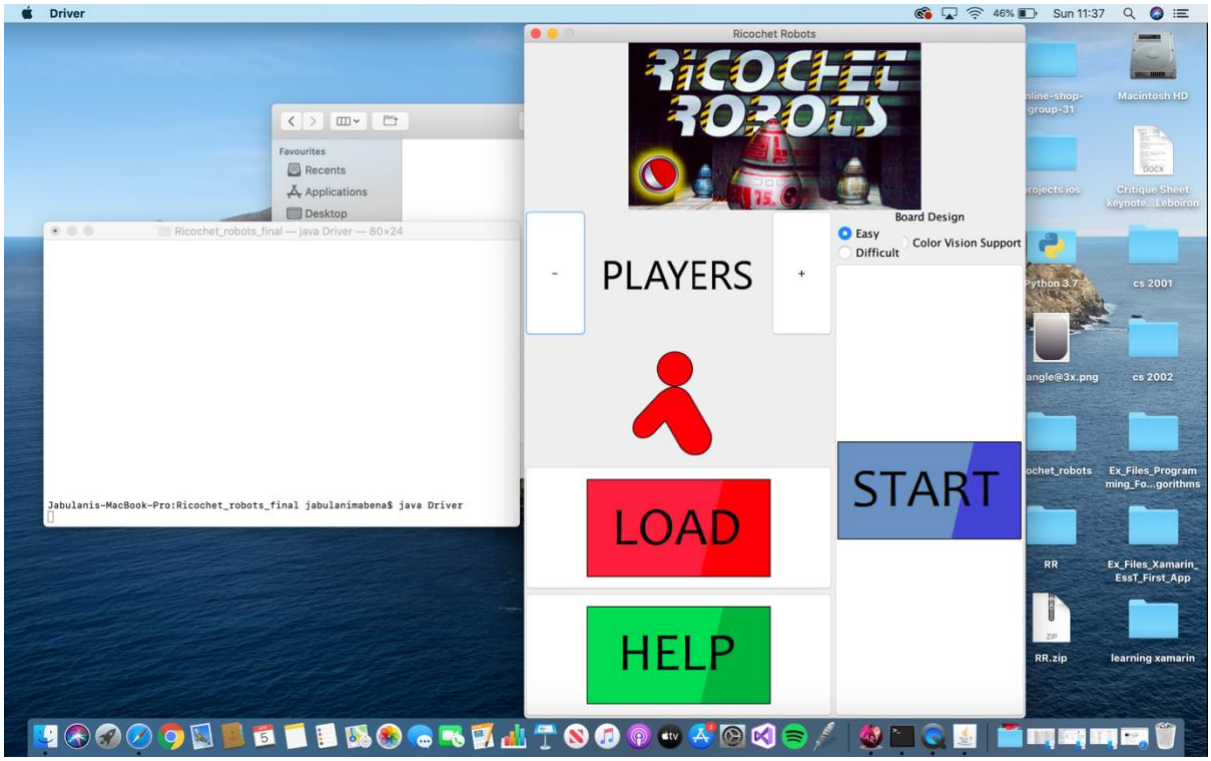
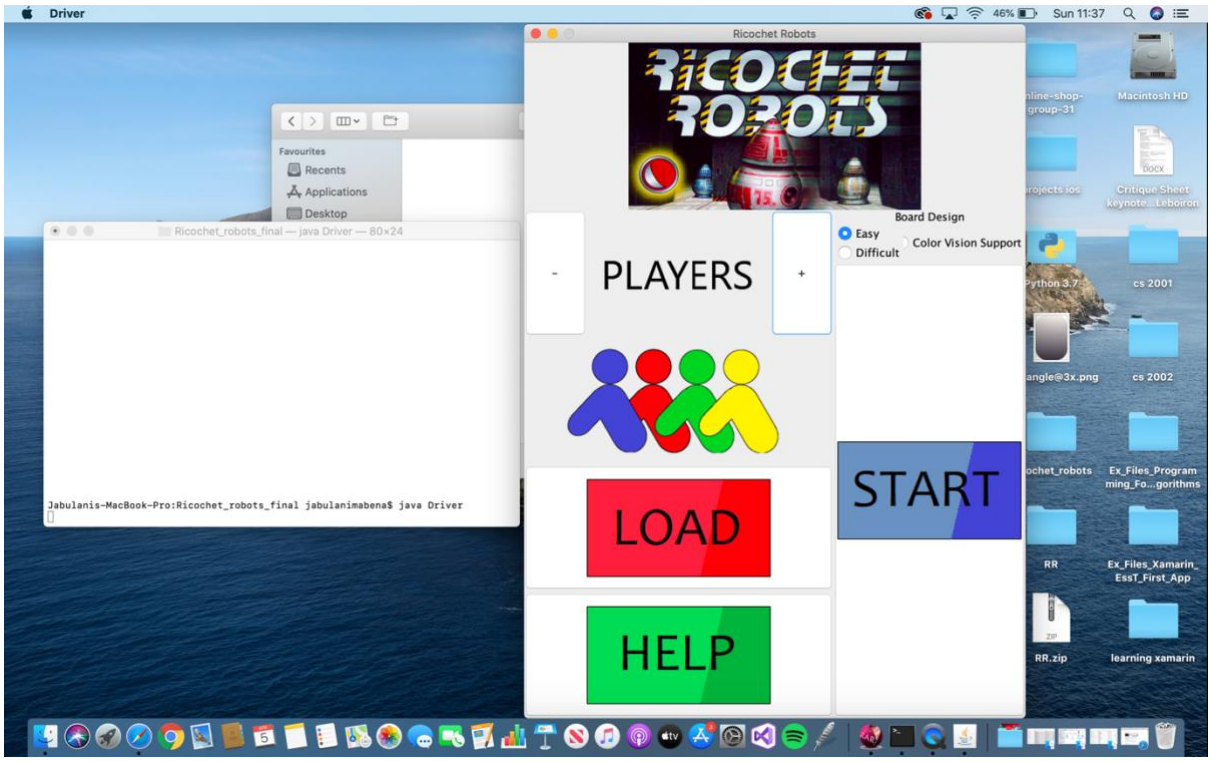
Group 5 Ricochet Robots Instructions

The program was run and tested on both windows and macOS.
The screenshots in this file are from a run on macOS 10.15.4 and the Java version is 14.


Driver
Sun 11:37
Ricochet Robots
RICOCHET ROBOTS
Board Design
Easy
Difficult
Color Vision Support
-
PLAYERS
+
START
LOAD
HELP
Favourites
Recents
Applications
Desktop
Ricochet_robots_final — java Driver — 80×24
Jabulanis-MacBook-Pro:Ricochet_robots_final jabulanimabena$ java Driver
Macintosh HD
cs 2001
cs 2002
Ex_Files_Programming_Fo...gorithms
Ex_Files_Xamarin_EssT_First_App
RR.zip
learning xamarin


Driver
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Ricochet Robots
RICOCHET ROBOTS
Board Design
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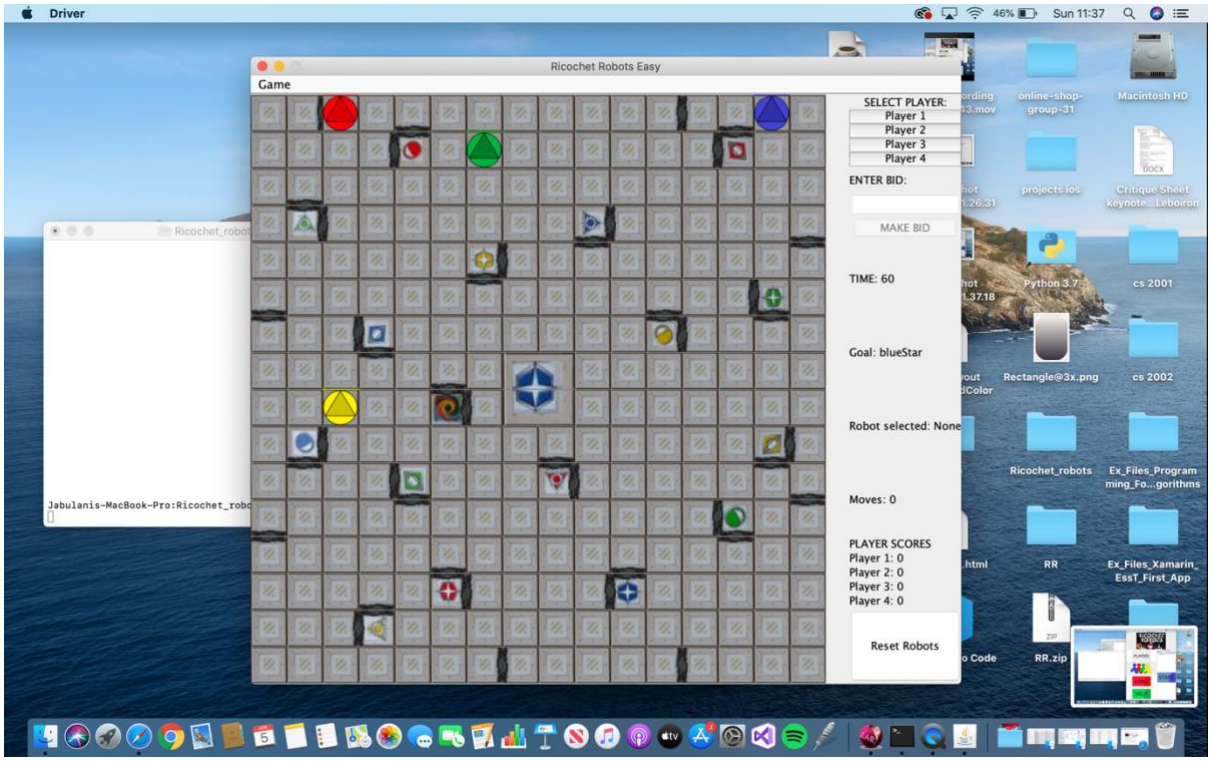
Driver
46%
Sun 11:37
Ricochet Robots Easy
Game
SELECT PLAYER:
Player 1
Player 2
Player 3
Player 4
ENTER BID:
MAKE BID
TIME: 60
Goal: blueStar
Robot selected: None
Moves: 0
PLAYER SCORES
Player 1: 0
Player 2: 0
Player 3: 0
Player 4: 0
Reset Robots
Jabulanis-MacBook-Pro:Ricochet_robo
Macintosh HD
online-shop-group-31
projects ios
Critique Sheet keynote...Leboiron
Python 3.7
cs 2001
Rectangle@3x.png
cs 2002
Ricochet_robots
Ex_Files_Programming_Fo...gorithms
RR
Ex_Files_Xamarin_EssT_First_App
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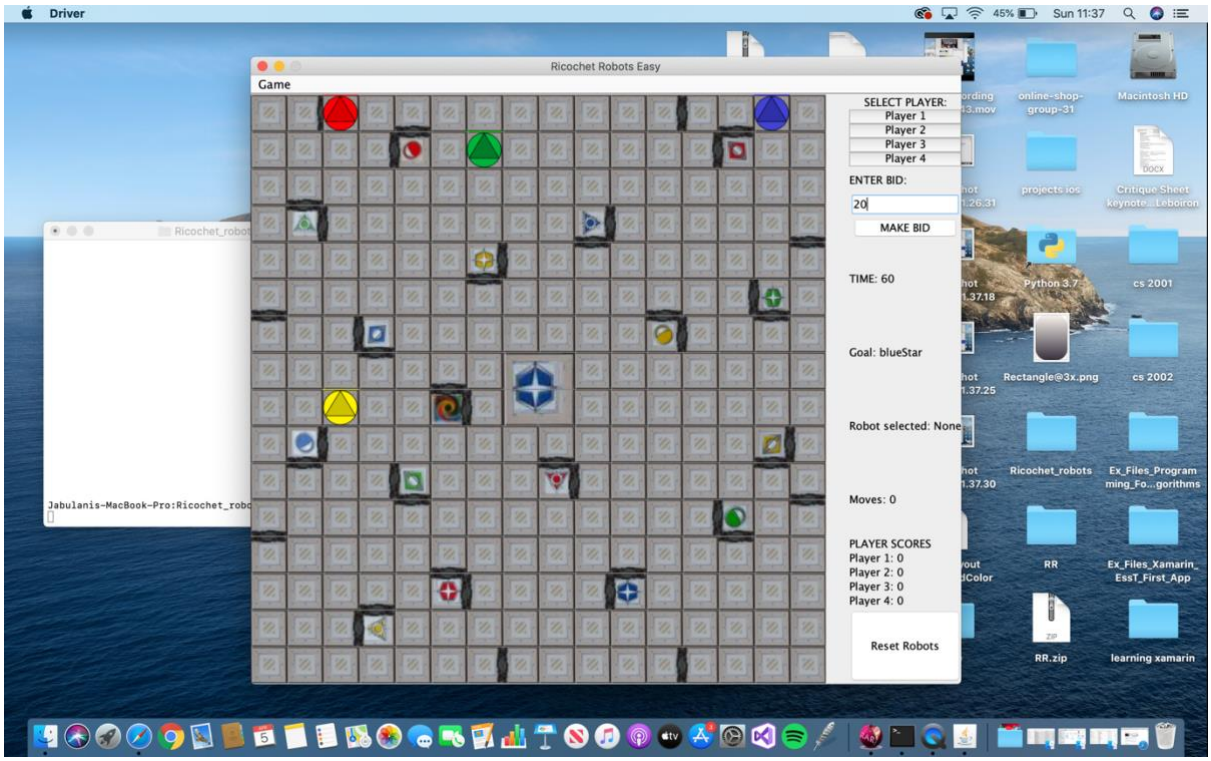
Driver
45%
Sun 11:37
Ricochet Robots Easy
Game
SELECT PLAYER:
Player 1
Player 2
Player 3
Player 4
ENTER BID:
20
MAKE BID
TIME: 60
Goal: blueStar
Robot selected: None
Moves: 0
PLAYER SCORES
Player 1: 0
Player 2: 0
Player 3: 0
Player 4: 0
Reset Robots
Jabulanis-MacBook-Pro:Ricochet_robo
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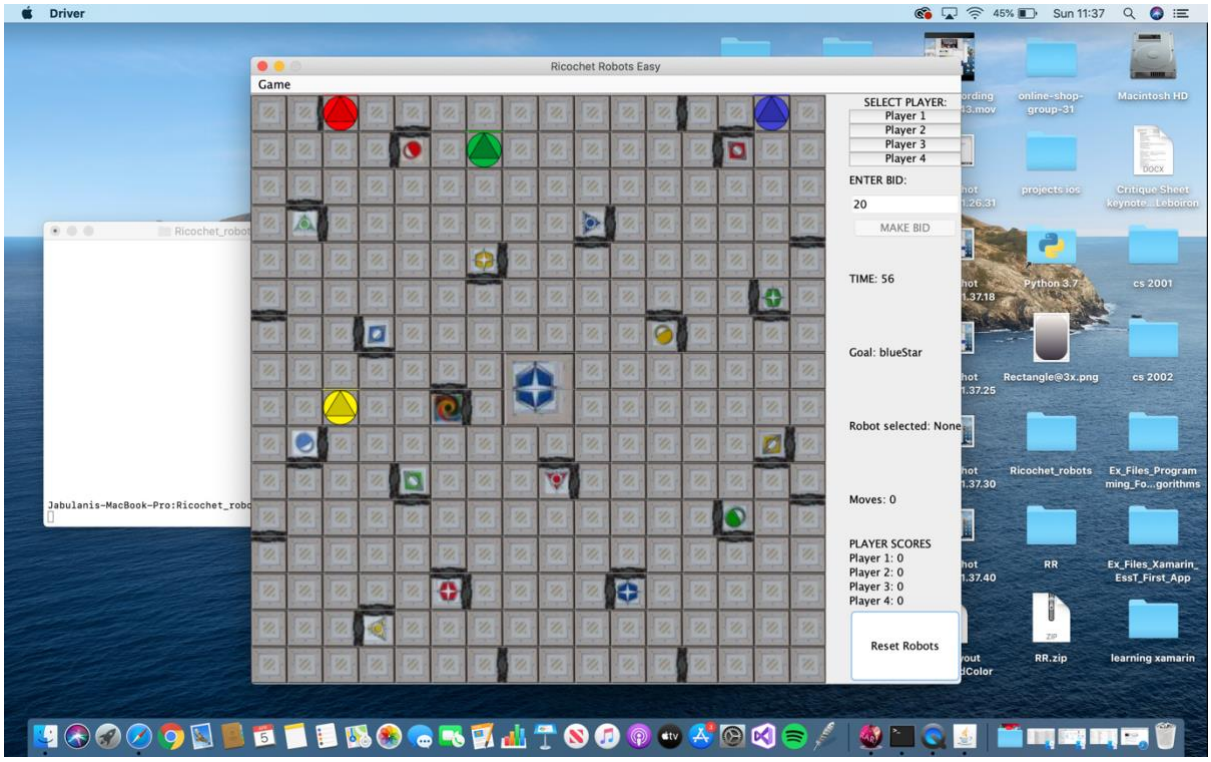
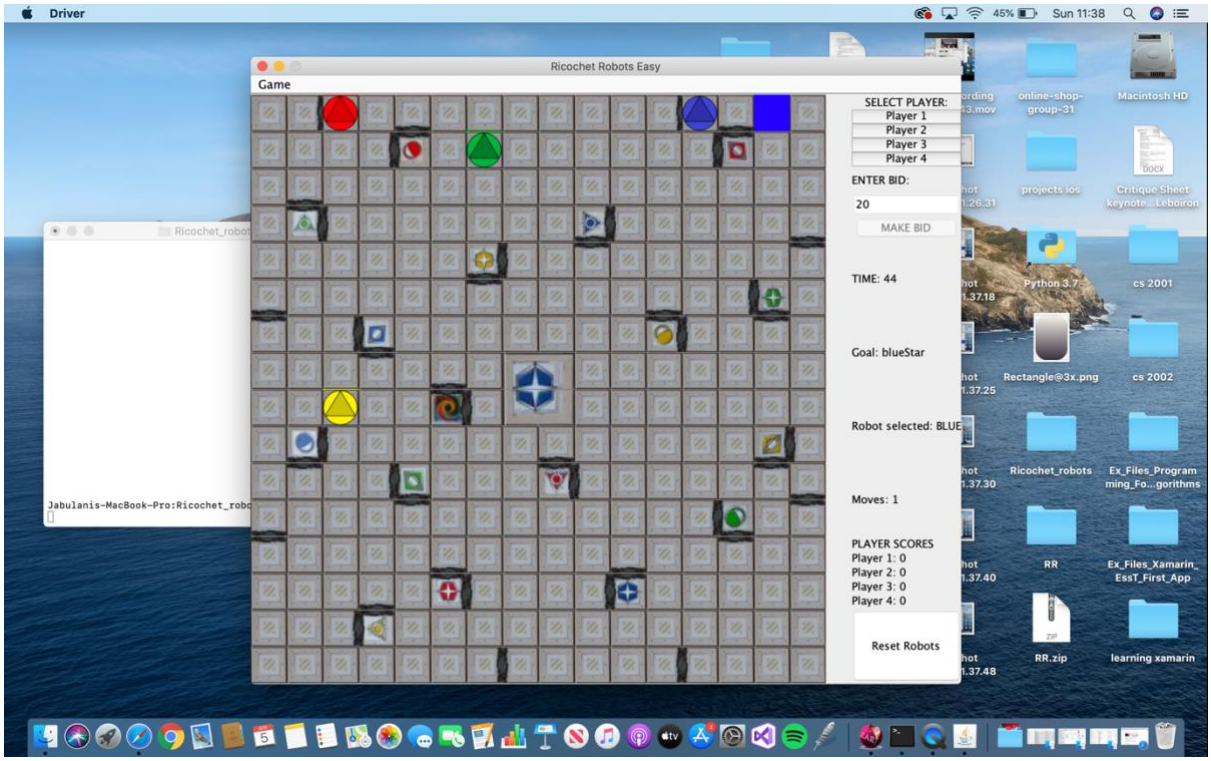
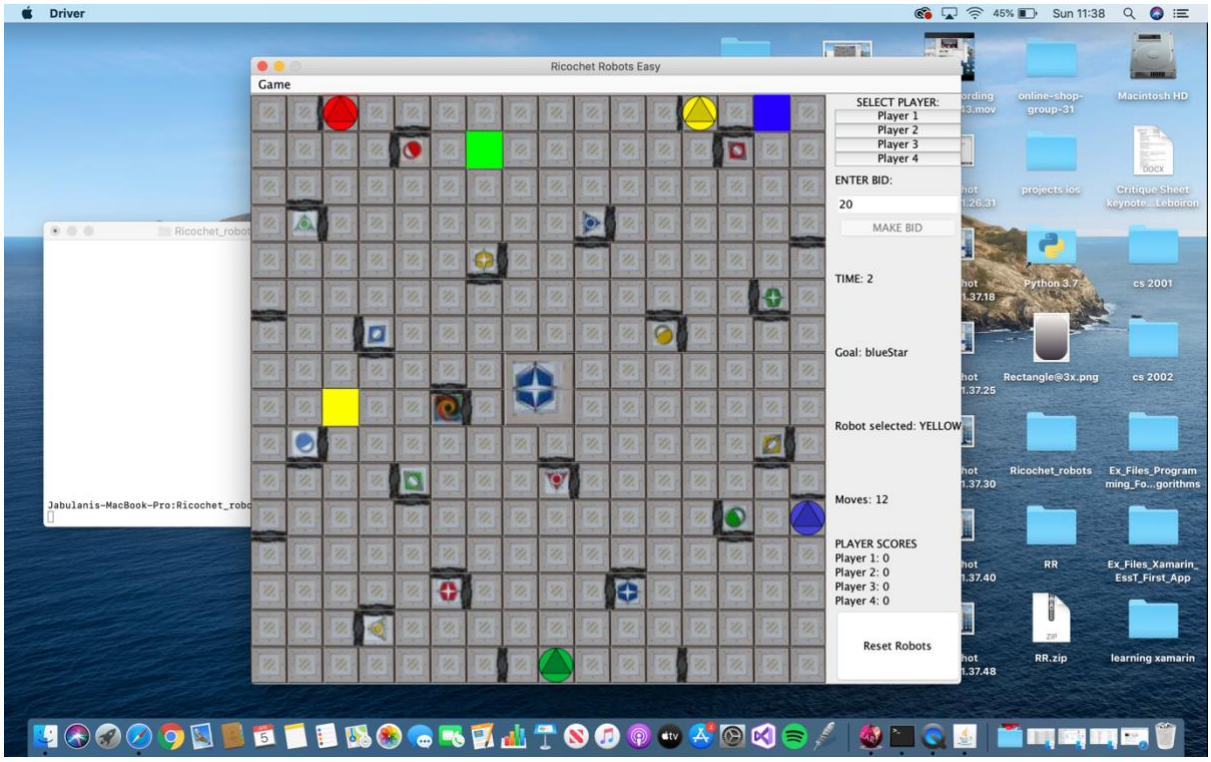
learning xamarin



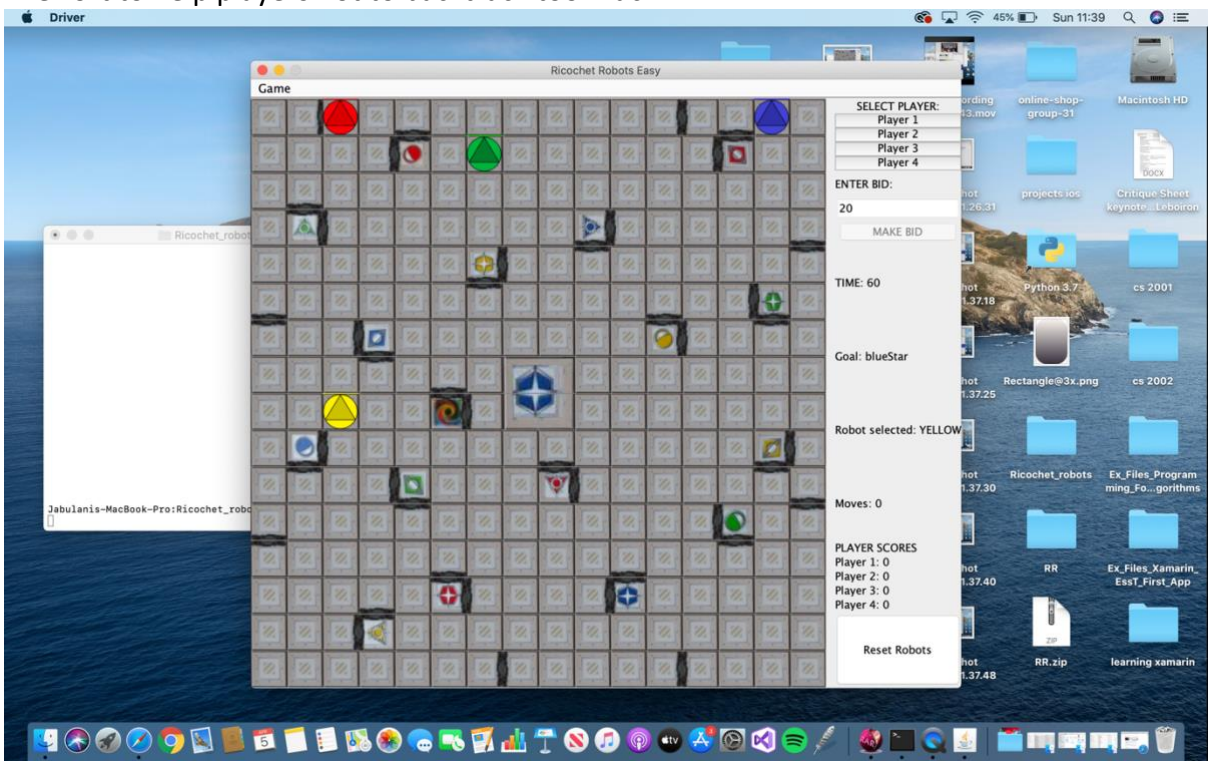
Once a player has made a bid the timer will count down. Players must first select a robot and the selected robot is indicated by the robot selected label on the right panel.



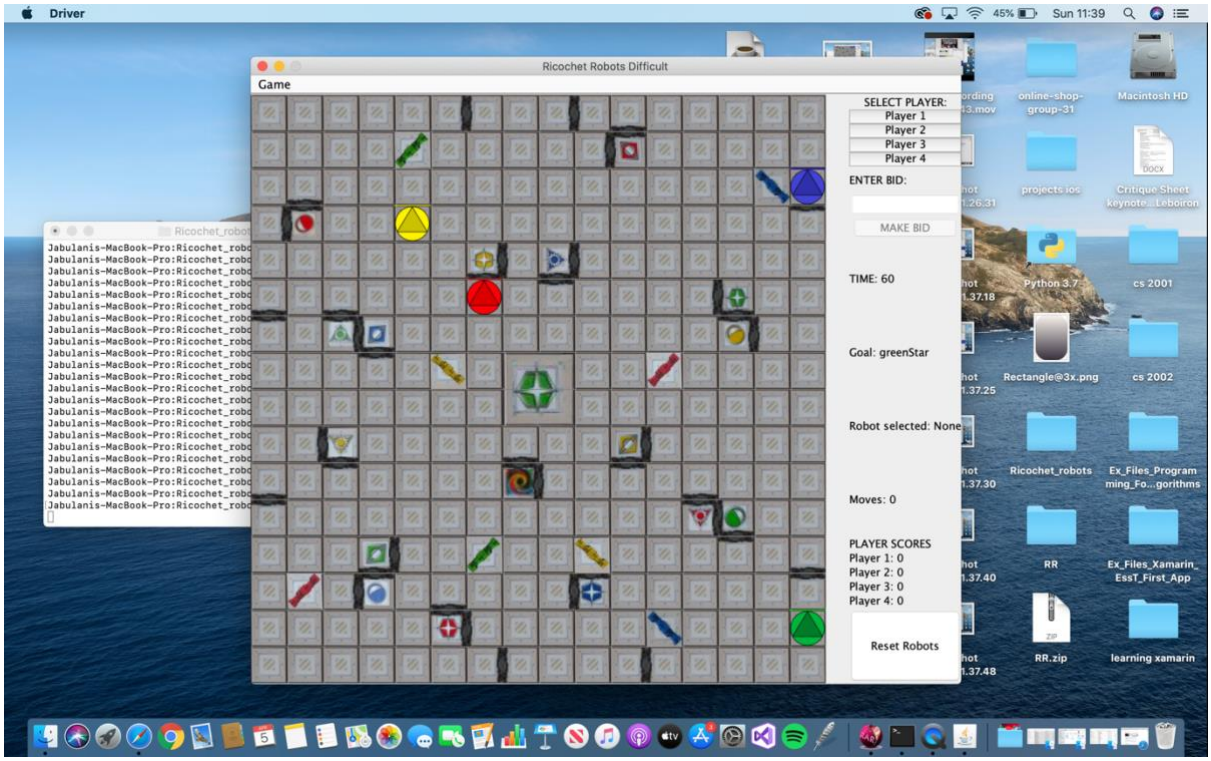
Here the blue robot is selected and then moved left which increments the moves counter on the panel.



The original positions of each robot are left highlighted by the colour. This was implemented in effort to help players not to backtrack too much.



Once a player runs out of time before reaching the goal their turn is concluded and the board resets for the next player to bid.


Driver
45%
Sun 11:39
Ricochet Robots Difficult
Game
SELECT PLAYER:
Player 1
Player 2
Player 3
Player 4
ENTER BID:
MAKE BID
TIME: 60
Goal: greenStar
Robot selected: None
Moves: 0
PLAYER SCORES
Player 1: 0
Player 2: 0
Player 3: 0
Player 4: 0
Reset Robots
Macintosh HD
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projects ios
Critique Sheet keynote...Leboiron
Python 3.7
cs 2001
Rectangle@3x.png
cs 2002
Ricochet_robots
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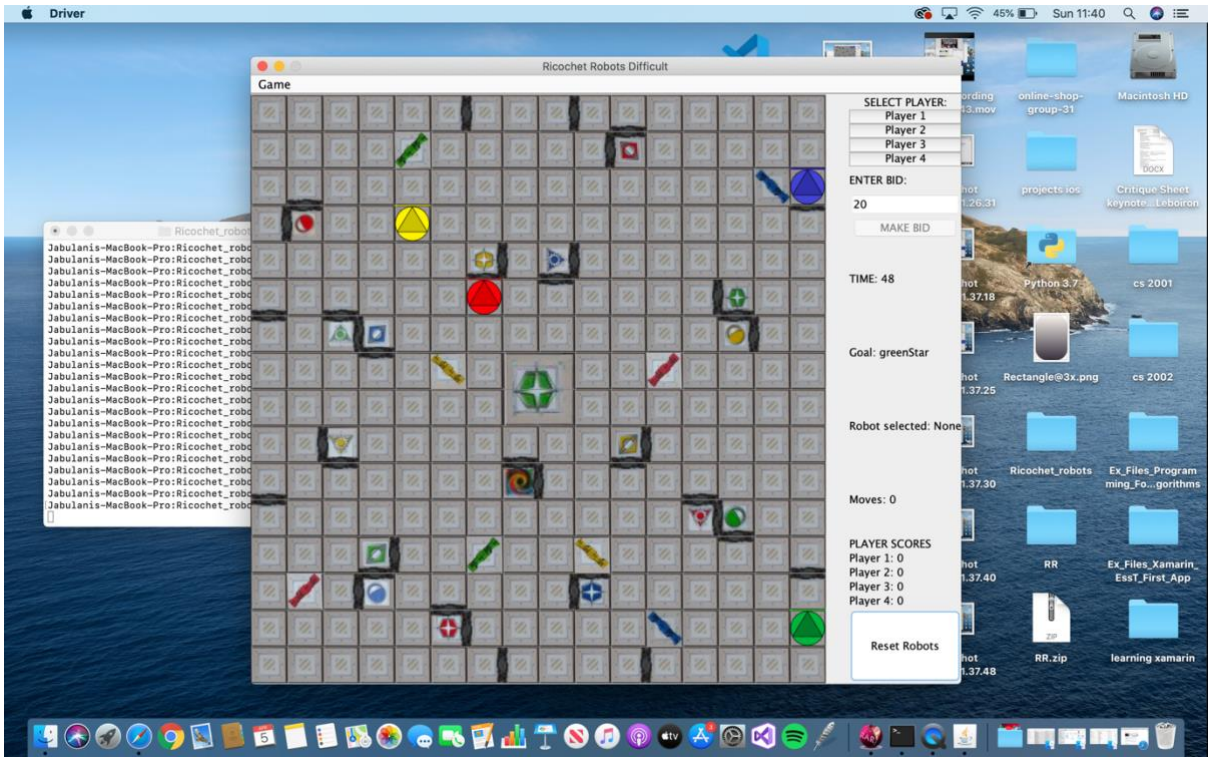
RR.zip
learning xamarin


Driver
45%
Sun 11:40
Ricochet Robots Difficult
Game
SELECT PLAYER:
Player 1
Player 2
Player 3
Player 4
ENTER BID:
20
MAKE BID
TIME: 48
Goal: greenStar
Robot selected: None
Moves: 0
PLAYER SCORES
Player 1: 0
Player 2: 0
Player 3: 0
Player 4: 0
Reset Robots
Macintosh HD
online-shop-group-31
projects ios
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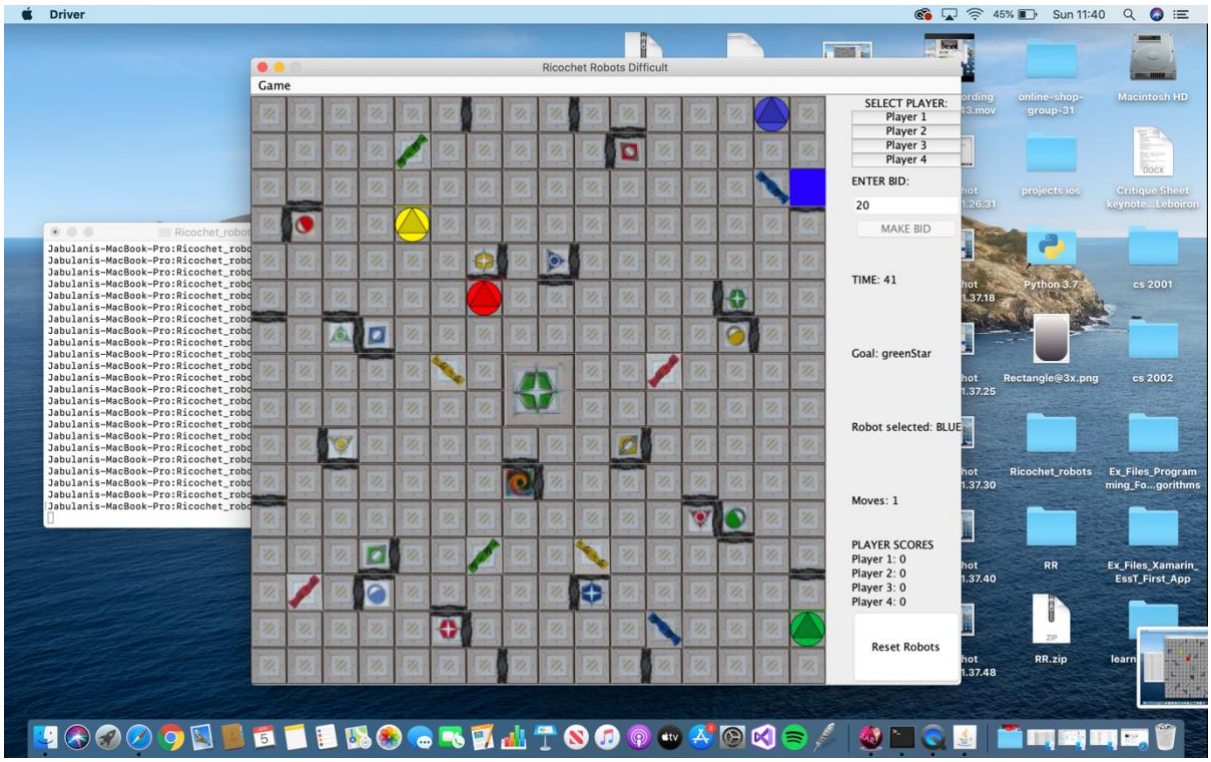
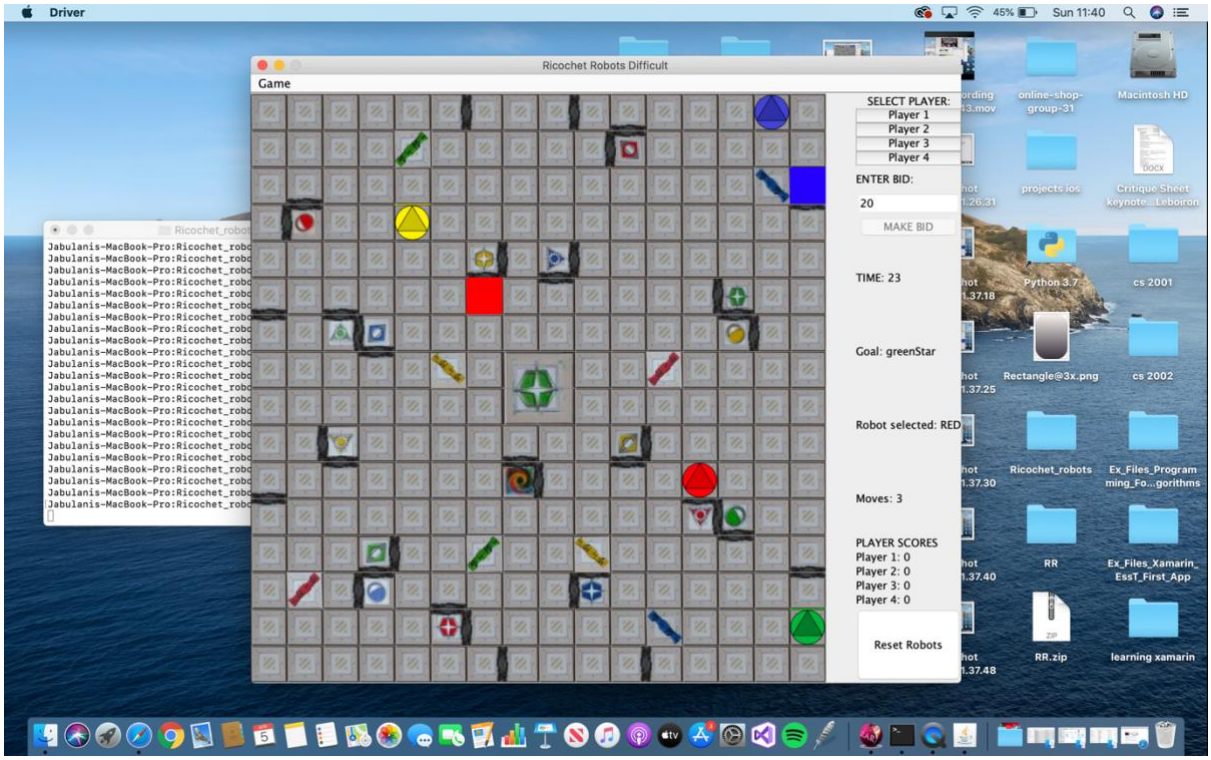
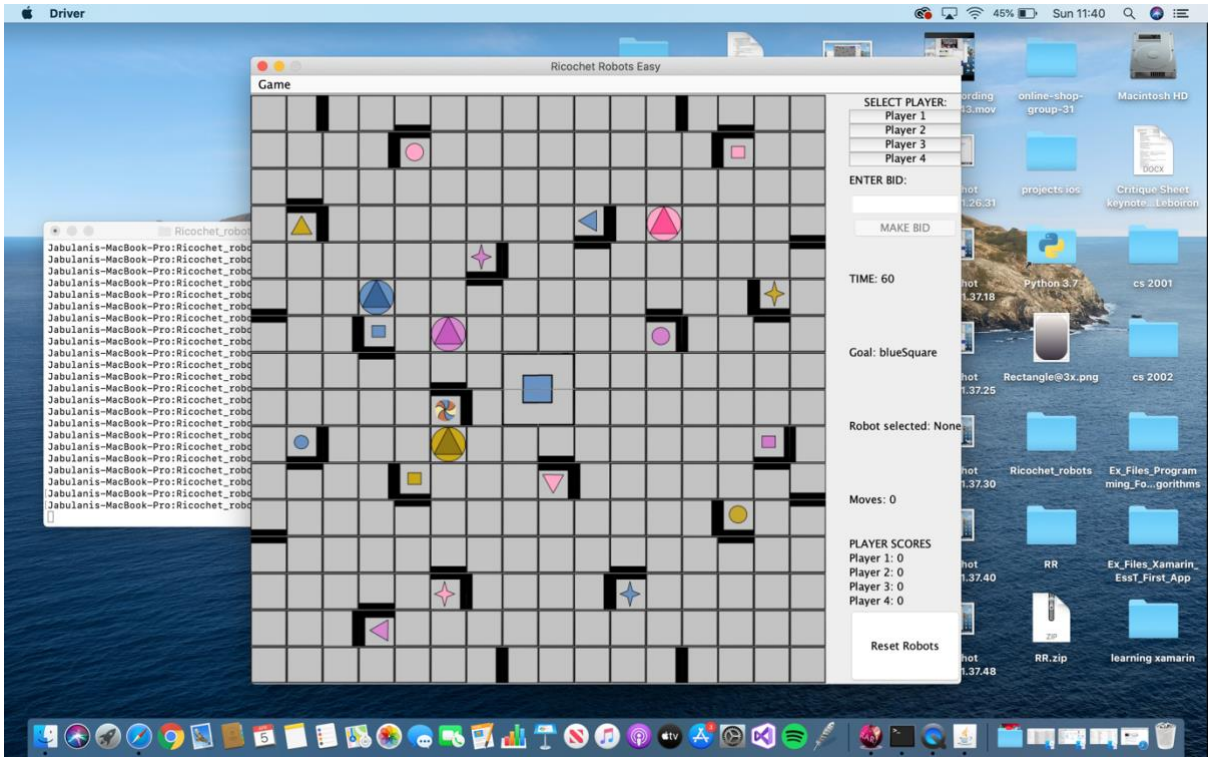
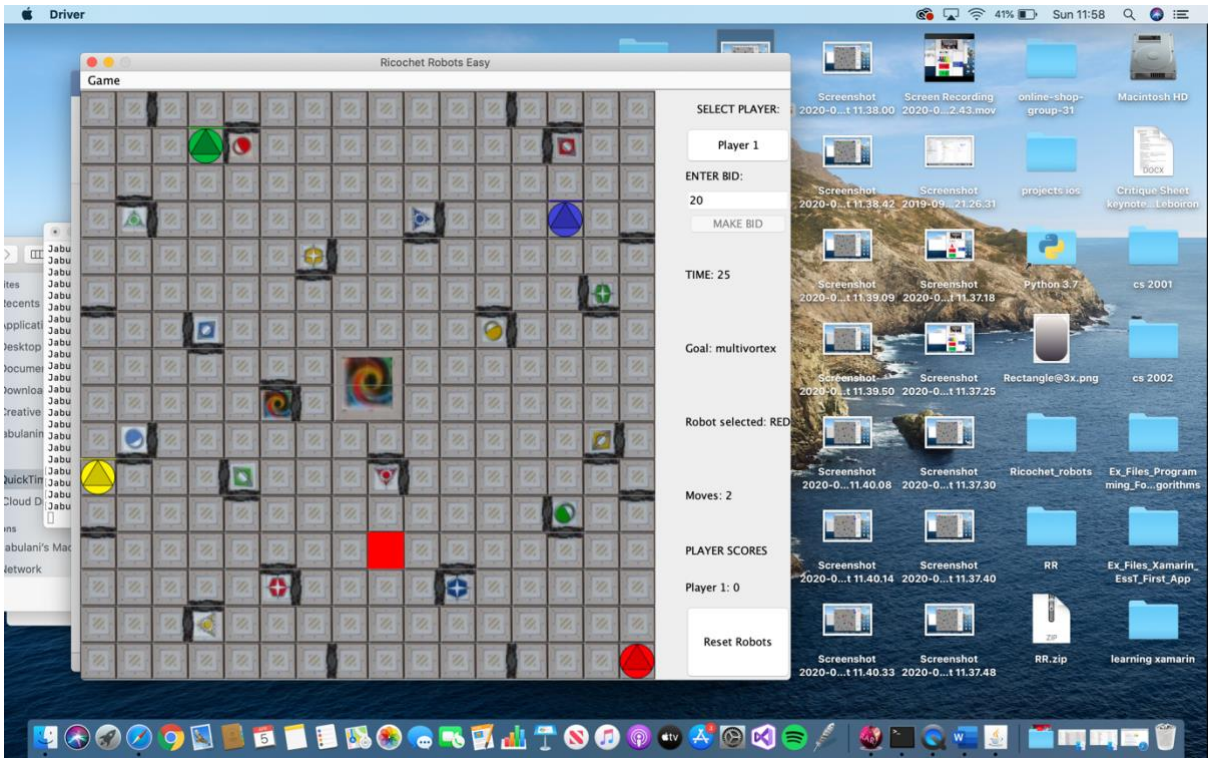


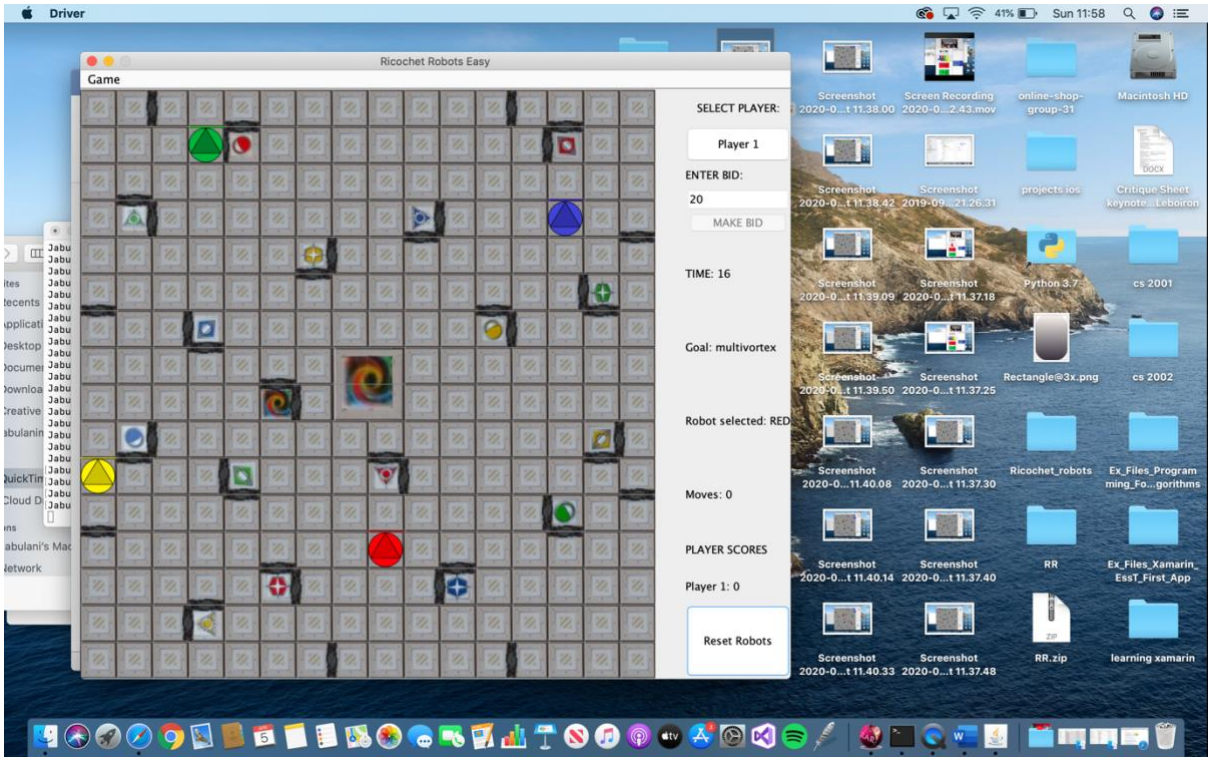
Here after moving the blue robot to the left it encounters a deflective barricade which will cause the robot to be moved upwards instead of continuing further to the left.
Again Please take note that only the selected robot(indicated here as BLUE) can be moved.





The colour vision support boards will be functionally the same as their normal counterparts





While playing the player can reset their moves and reset the robots by pressing the reset robots button. This will only return the robots to their original positions so you can start over but does not reset your timer.