

# Jungle Game User Manual

Version 1.1.2

Group 11

Jiaming Han, Suizhi Ma, Yunfei Liu and Yuxing Pei

November 18, 2022

# Contents

<b>1</b>	<b>Introduction</b>	<b>2</b>
<b>2</b>	<b>Game Rules</b>	<b>2</b>
<b>3</b>	<b>Interface Elements</b>	<b>2</b>
3.1	How to run the game . . . . .	2
3.2	Loading page . . . . .	2
3.3	Title Page . . . . .	2
3.4	Menu . . . . .	2
3.5	Start a New Game . . . . .	4
3.6	Play a Round of Game . . . . .	5
3.6.1	Playing Board . . . . .	5
3.6.2	Notice Board . . . . .	6
3.6.3	Symbol List . . . . .	6
3.6.4	Key Echoing Indication . . . . .	8
3.6.5	System Notice . . . . .	8
3.6.6	Save the Game . . . . .	8
3.7	Load a Saved Game . . . . .	9
3.8	Open User Manual . . . . .	10
3.9	Quit Game . . . . .	10
<b>4</b>	<b>Possible Issues</b>	<b>11</b>
4.1	Cannot Build . . . . .	11
4.2	Run in IDE . . . . .	11
4.3	Too Small Window . . . . .	11

# List of Listings

# 1 Introduction

Jungle game is a modern Chinese board game which is popular in mainland China, Hong Kong and other areas. We proposed and developed a Java-based application to play this game on personal computer.

## 2 Game Rules

We assume that you are already familiar with the physical game rule of Jungle game, and they work exactly the same in this game.

## 3 Interface Elements

### 3.1 How to run the game

To run the game, run the command `./jungle build` under project directory, the program should be able to build and run automatically. Otherwise, please refer to the section [4](#).

### 3.2 Loading page

If everything is set correctly, the game should load after building, you will see a progress bar like Figure [1](#), with your system information attached above.

### 3.3 Title Page

After loading, the program should load a title page by itself, the title page will show a prompt to let you press **"ENTER/RETURN"** key on your keyboard to enter the menu, which is shown in Figure [2](#).

### 3.4 Menu

When you press **"ENTER/RETURN"**, you will enter the menu page, which provides you four options of game playing. The highlighted option is the option that you choose, and the default choice is starting a new game. To start the game quickly, you can just choose the first option (i.e. keep the default one) and press **"ENTER/RETURN"** directly (section [3.5](#)). The second option is for loading the saved game (section [3.7](#)), we will discuss later of how to save

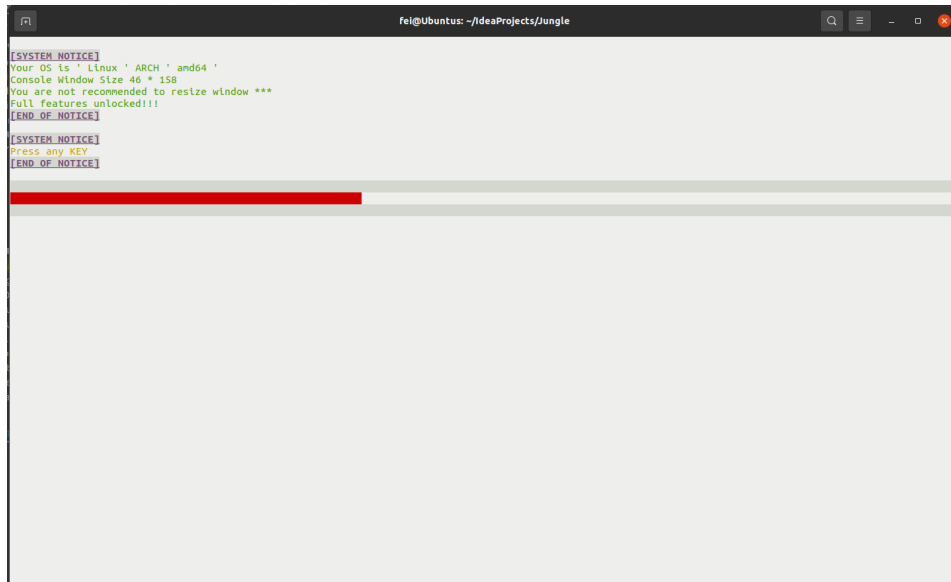


Figure 1: A progress bar with system information.

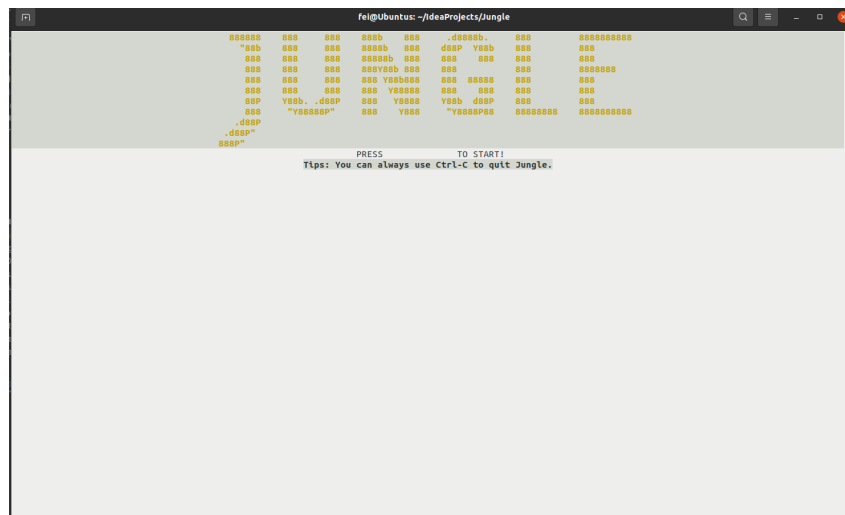


Figure 2: The title page with a prompt.

the game. The third option will show you user manual, which you can take a view and know more about it (section 3.8). The fourth option is quit the game, but you also can press "Ctrl+C" to quit game at any time in the game (Will not save your game!).

To navigate between the following options, you may use a large number of methods. If you are a game player, you may find key "W/S" and "↑/↓" useful for moving upwards and downwards. Also, you can use "**SPACE/TAB**" to move to the next option, which can be easier for users who find it difficult to find keys on keyboard. Moreover, you may use digital number **1,2,3,4** directly to move to the intended option number.

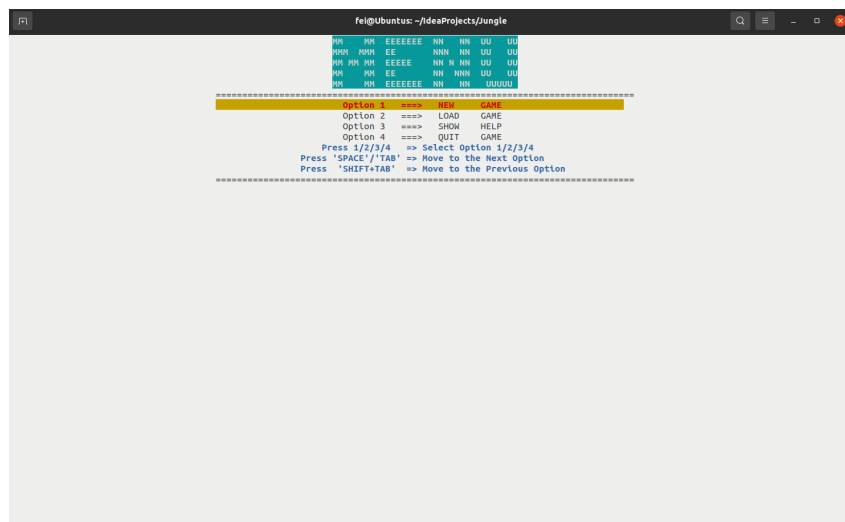
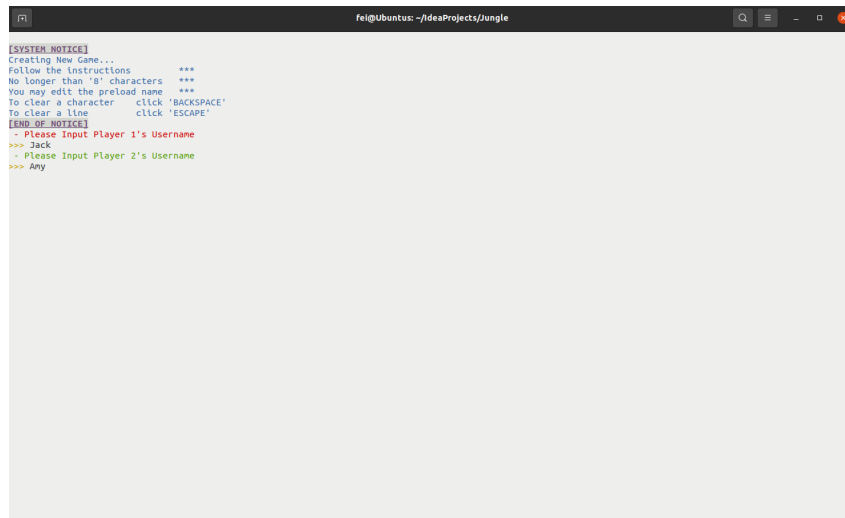


Figure 3: Main menu page of starting the game

### 3.5 Start a New Game

If you choose "**Option 1: NEW GAME**" in the menu in section 3.4, you will be asked to enter the user name of players from both side by a prompt, which is shown in Figure 4. Firstly you need to enter the number of Player 1, and the program has suggested a name for you, you may press "**BACKSPACE**" to delete the suggestion and add your own. Alternatively, you can just press "**ESCAPE**" to clear the whole line. After you decided and typed the player name, you can press "**ENTER/RETURN**" to confirm.

Please be noted that the length of the name should not be longer than 8 characters, or you have to choose a new name shorter than 8 characters.



```
fei@Ubuntu: ~/IdeasProjects/Jungle
[SYSTEM NOTICE]
Creating New Game...
Follow the instructions
No longer than '8' characters
You may edit the preloaded name
To clear a character click 'BACKSPACE'
To clear a line click 'ESCAPE'
[END OF NOTICE]
- Please Input Player 1's Username
>>> Jack
- Please Input Player 2's Username
>>> Any
```

Figure 4: Enter two players name for the new game

## 3.6 Play a Round of Game

After you enter two player names in section 3.5, you can start to play the game immediately, the major playing page is divided into the following parts:

1. Playing Board
2. Notice Board
3. Symbol List
4. Key Echoing Indication
5. System Notice

Figure 5 shows an overview of the playing board, showing all five parts of the game.

### 3.6.1 Playing Board

The area shown in Figure 6 shows a typical Jungle game playing board with board and pieces. Different landscapes are indicated as different colors of blocks, and pieces are shown as English/Chinese characters in two different colors, representing different sides of players.

As you can see in the figure, white blocks stands for ordinary landscape, blue blocks stands for rivers and purple blocks stands for traps. The rules of

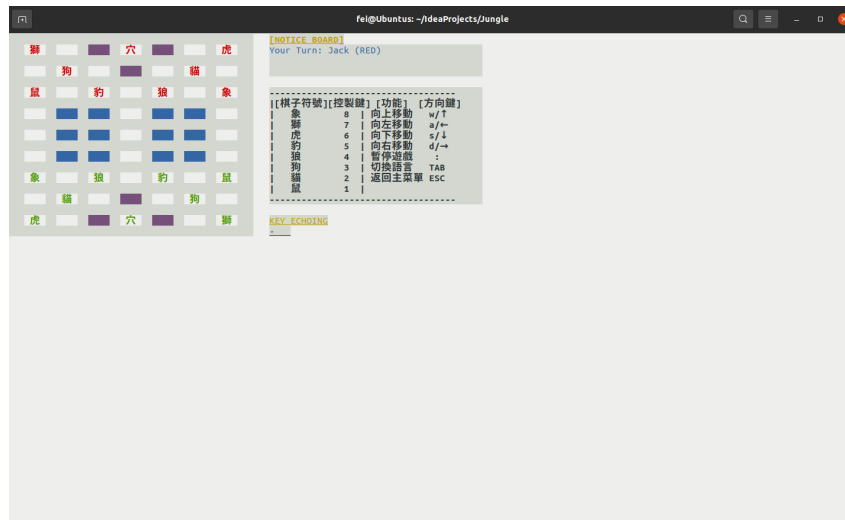


Figure 5: An overview of playing page

different landscapes will have exactly same functions of physical game. For the pieces, they are represented as characters, while a reference table can be found in the right side of the page. To promote the game to international users, we offer a English version, which can increase the chance of being played by non-English speakers.

If you selected a piece, the piece will be highlighted in yellow and underlined, so that you will know what piece that you are current selecting, and real-time operations will be displayed on the playing board, you can see how your pieces are moving. Figure 7 shows an example of one piece is selected.

### 3.6.2 Notice Board

Next to the play board, the notice board will display essential messages including current player and the selection. Figure 8 shows messages that will be displayed on notice board. Note that messages on notice board will change when player doing movements, and the message in game may not be exactly the same shown in this figure.

### 3.6.3 Symbol List

The symbol list is a legend of pieces and operations for the pieces (Figure 9), as you can see, digital numbers from 8 to 1 stands for each piece, which is also their ranks for capturing. There are also navigating keys, which are

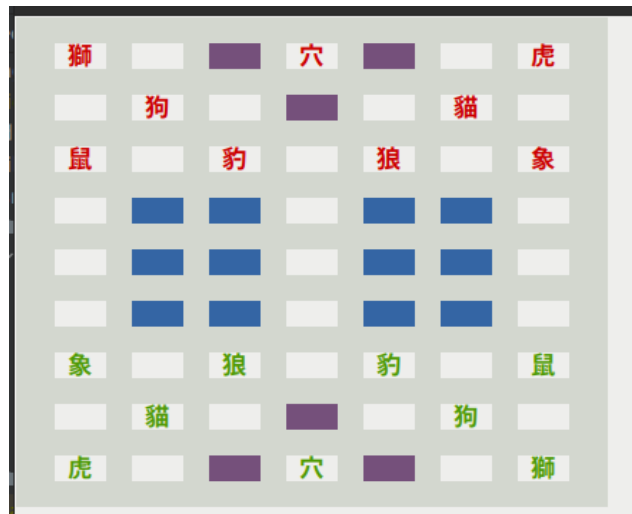


Figure 6: An overview of playing board



Figure 7: One of the piece is selected



Figure 8: Messages on notice board



"WASD/↑↓←→". As for the function keys (i.e. ":", TAB, ESC"), they can be pressed anytime to perform their functions, including pausing the game, switching language, back to the menu.

[ 棋子符號 ]	[ 控制鍵 ]	[ 功能 ]	[ 方向鍵 ]
象	8	向上移動	w / ↑
獅	7	向左移動	a / ←
虎	6	向下移動	s / ↓
豹	5	向右移動	d / →
狼	4	暫停遊戲	:
狗	3	切換語言	TAB
貓	2	返回主菜單	ESC
鼠	1		

Figure 9: Symbol list items in Chinese

### 3.6.4 Key Echoing Indication

Another tiny part is key echoing indication, it shows which key you pressed just now (Figure 10). It is used for in case you are not familiar with the keyboard and press the wrong key. By looking at the key echoing, you can know whether the key is what you want.

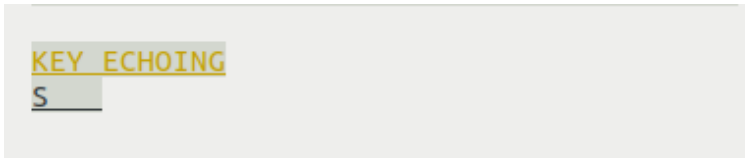


Figure 10: Key echoing for the key that the user just typed

### 3.6.5 System Notice

System notice is used for display system messages (Figure 11). If you are doing operations that are not allowed in the game, a system notice will be displayed and you can learn more from the user manual (section 3.8).

### 3.6.6 Save the Game

If you are willing to pause the game and resume later, you can press ":" to pause game and resume it later in section 3.7. To save the game, press

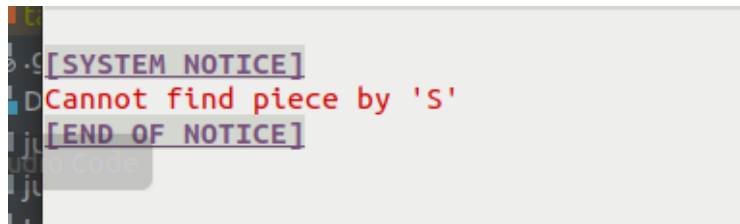


Figure 11: System notice displaying error message

"w", to quit the game, press "q", to go back to the game, press "ESC" (Figure 12).



Figure 12: Game pause menu

If you are willing to save the game, you will be asked to enter a game name of it. Similar to enter player names, it will provide a suggested name and you can change it by yourself, which is shown in Figure 13.



Figure 13: Prompt of entering file name

### 3.7 Load a Saved Game

To load a saved game, go back to the main menu in Figure 3, select option 2 and you will see a selection entry for you to select saved games, which are

displayed with their file names (Figure 14).

To play a saved game, just navigate to highlight intended file name, and press **"ENTER/RETURN"**.

```
[SYSTEM NOTICE]
SELECT GAME FILE TO LOAD
Press 'ESC' -> Back to Menu
[END OF NOTICE]
0  userX-userY.game
1  bobby-tom.game
2  my_personal_file_name.game
```

Figure 14: Entry to choose saved game

### 3.8 Open User Manual

In case of you may forgot how to play the game, we offers a manual for you and developers, which can be found in option 3 in the main menu of Figure 3, you will find a web page similar to Figure 15.

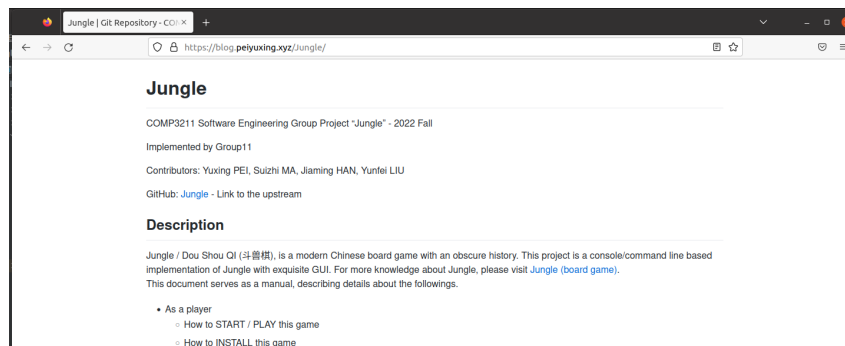


Figure 15: Help manual for users and developers

### 3.9 Quit Game

To quit the game, you may choose option 4 in Figure 3, or you can press **"Ctrl+C"** anytime during the running of the program.

## 4 Possible Issues

### 4.1 Cannot Build

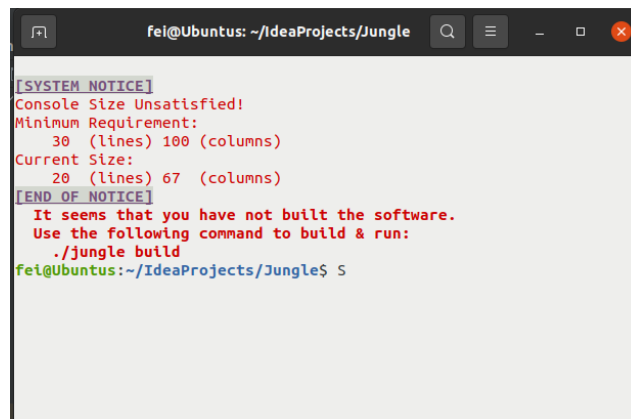
The program has been tested on three computer platforms including Windows, Mac OS and Linux. But it requires dependencies including Java and Maven. Please read the file **README.md** for more details.

### 4.2 Run in IDE

Please do not run in the IDE! Please run in the **terminal**, the program has been tested to be able to run on Windows, Mac OS and Linux. If you feel confused, please watch our videos and you will know how to run the program in terminal.

### 4.3 Too Small Window

It's an issue that will happen regularly, you will find an error message like Figure 16, for this case, please enlarge your terminal window by resize it.

A terminal window titled 'fei@Ubuntu: ~/IdeaProjects/Jungle' with search, menu, and window control icons. The terminal output shows a red 'SYSTEM NOTICE' box stating 'Console Size Unsatisfied!'. It lists 'Minimum Requirement: 30 (lines) 100 (columns)' and 'Current Size: 20 (lines) 67 (columns)'. Below this, another red box says 'END OF NOTICE' and provides instructions: 'It seems that you have not built the software. Use the following command to build & run: ./jungle build'. The prompt 'fei@Ubuntu:~/IdeaProjects/Jungle\$' is followed by a space character.

```
fei@Ubuntu: ~/IdeaProjects/Jungle
[SYSTEM NOTICE]
Console Size Unsatisfied!
Minimum Requirement:
  30 (lines) 100 (columns)
Current Size:
  20 (lines) 67 (columns)
[END OF NOTICE]
It seems that you have not built the software.
Use the following command to build & run:
./jungle build
fei@Ubuntu:~/IdeaProjects/Jungle$ 
```

Figure 16: Error of too small window