

User Manual, CS 4500, Fall 2021

GROUP NAME: Paperweights

GROUP MEMBERS: Brandy Coleman, John Linck, Brendan Loyd, Harley Sorkin, Jay Widlacki

TEAM LEADER: John Linck

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PROJECT NAME: Flaming Arrows

FLAMING ARROWS!

Overview:

This program is called “**Flaming Arrows!**”, also known as “The Game of the Amazons”. It is a two player game, with an option to play against the computer (easy or hard difficulty) or another real person using the same device.

The game will start on a predetermined size checkerboard of choice; Either 6x6, 8x8, or 10x10, with 2 pieces each, 3 pieces each, and 4 pieces each, respectively. The pieces are divided by color; White and black. White always begins the game.

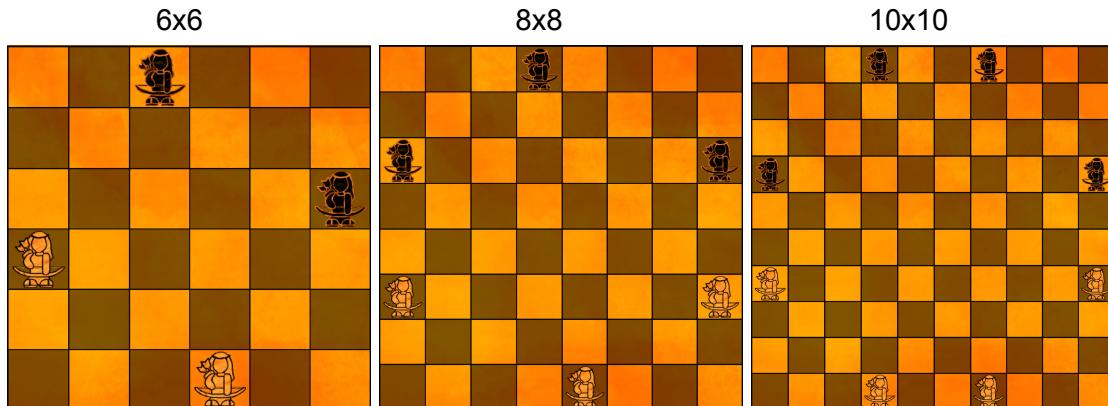


Fig. 1 - Board sizes and piece starting positions

Players take turns moving one piece of the corresponding color as many spaces in any cardinal direction or diagonally so long as the path is not blocked by either another piece or a fire. After the piece has been moved, they “fire” a flaming arrow to any open spot following the same movement rules as the pieces (See fig. 2). The tile selected for the arrow now becomes unusable for the remainder of the game and is represented with a fire on the square.

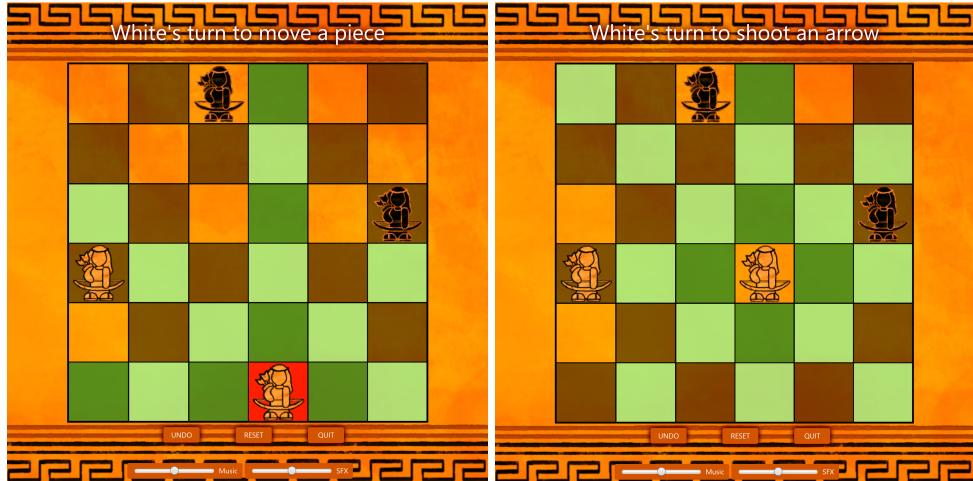


Fig. 2 - Valid movements are denoted by a green tint over the game tiles.

Objective:

The objective of the game is to be the player to make the last move. On a player's turn, if they cannot make a legal move, they lose the game and the opposing player is the winner. This situation occurs when all pieces for a player become blocked in by tiles covered in fire and/or other player pieces.

Taking your turn:

Moving a piece is done by left-clicking and dragging the desired piece to a valid game tile. The piece can be dropped anywhere on the board denoted with a green tint (See fig. 2).

After a piece has been moved the player will be prompted to “fire” a flaming arrow to a valid game tile by clicking on the desired space, denoted again with a green tint (See fig. 2). This game tile is now covered by a fire and becomes unusable for the remainder of the game.

Interface:



Fig. 3 - Main menu. The options are split into three columns, and a 'Play' button above the third column starts a game.

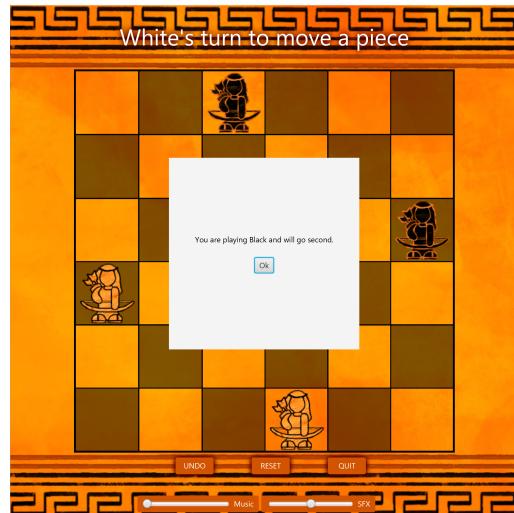


Fig. 4 - Game interface upon first starting a new game.

When the game launches the user will be greeted with a main menu with the title, "**Flaming Arrows!**" at the top of the program (See fig. 3). Here the player can choose between one and two players in the first column, the starting board size in the second column, and the computer difficulty and starting color in the third column (NOTE: The third column can only be interacted with if the user chooses 'One Player' in the first column).

Above the three main columns are volume sliders for the music and sound effects (labeled "**Music**" and "**SFX**", respectively), as well as a button called "**How To Play**" that opens up this manual.

On the far right of the top menu bar is a button labeled "**Start Game!**" that starts the game with all selected menu options.

Upon starting a new game against the computer, a pop-up message will appear, telling you what color you are playing and when you will be taking your turn (See fig. 4).

There is also an in-game menu below the board with three buttons and two volume sliders. The first button labeled "**UNDO**", undoes the last move made by a human player to allow a different move to be played. This can be used to undo multiple moves in a row. The second button labeled "**RESET**", resets the board to starting positions. The third button labeled "**QUIT**", quits the current game and returns the player to the main menu.