README

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Game Engines - Final Project

Board Game Framework for Unity

Github: <https://github.com/jwlo44/boardGamesForUnity>

Youtube video demo: <https://www.youtube.com/watch?v=OyeKkPhyzVs>

What’s new

* Full game of 9 men’s morris, demonstrating usefulness of the tools & interfaces I provided
* Line drawing class – utility class for drawing lines that can be reused for other unity projects
* Game interface – interface for handling game logic
* Piece, Space, Player, and InputHandler classes—generic classes that can be extended to contain logic for a specific game
* Improvements to existing unity editor window + inspector tools: can now use prefabs instead of just sprites for boards, spaces, and pieces—allows for more flexibility and customization.

How to Play:

* Open the project in Unity and open the Demo scene
* The demo scene should already be set up with a game of 9 Men’s Morris
* (Optional: change some of the settings on the 9 men’s morris gameobject to change the game)
* Click the play button to start the game
* Players take turns placing pieces on empty spaces. Tap/click on an empty space to place a piece
* Once all pieces have been placed, movement phase begins
* Tap on a piece to select it, then tap on an adjacent empty space to move there
* Tapping on a different friendly piece will select that piece for movement instead
* Note: when you’ve only got 3 pieces left, you can “fly”—you are no longer restricted by moving to adjacent spaces and can instead move to any open space on the board.
* Form a mill by moving a piece into a row of 3 (so that it is surrounded by 2 other friendly pieces)
* After forming a mill, choose an opponent’s piece to capture
* The game ends when one player loses by having their number of pieces reduced to 2—they can no longer form a mill. The winner is the player who has more than 2 pieces left!