

Disclaimer:

This application was made purely for academic reasons as a project to better understand the principles of object oriented programming. Any art assets that are a part of this project are not my own and I hold no claim to them. Some of the art assets have been modified to better suit the needs of the project. The game Ticket To Ride is owned by Days of Wonder inc. and as such I hold no claim to the original design or content of the Ticket to Ride board game.

Instructions:

For the official rules of Ticket to Ride and Ticket to Ride Legendary Asia please visit the official web page for more information at <http://www.daysof wonder.com/tickettoride/en/usa/rules/>

Interface:

- Destination cards
 - Drawing:

When drawn, either at the beginning or by player request, the player may select the desired cards by clicking on them which will cause their appearance to shrink. Upon completion the player may click the done button to add these cards to their own destination cards.
 - Viewing:

To view the destination cards a player has the player can use the arrows in the lower left corner at the bottom of their screen, using the up and down arrows will allow the player to view the different destination cards they have to complete.
- Claiming a route
 - Selecting a route:

To claim a particular route the player must click on the route they want, the route will glow when the player hovers over a claimable route. If the player has the right combination of cards to claim the route the system will continue to the card selection screen, otherwise the game will notify the user they do not have enough cards to claim the route.
 - Using cards to claim route:

Upon reaching the card selection screen for claiming a route the user can begin placing cards into the white bounded box to claim a route. The user can do this by either dragging and dropping cards from their hand into the white box or by double clicking the card in their hand, this will automatically add that card to the list of cards for the route claim. If the card the user selected is not the one they want they can simply drag the card from the list back into their hand or they can double click the card in the bounded box and it will automatically be added back to the users hand.
- Train Cards
 - Drawing:
 - To draw train cards the user can click on the deck pile to have a card added from the top of the deck to their hand, click and drag from the card list above the deck, or double click a card from the card list.