Sprint 1 Instructions

COMP20050

HEXOUST PROJECT

By GROUP 13:

Cian Latchford - 23201433

Federica Fucetola - 23922982

Laura González Calleja - 23713479

Sprint Objective

In this first sprint, we've focused on building the foundation of the game. The goal is simple: create a functional starting point for the game, letting two players set up, see the board, take turns, and exit when they wish.

This version includes:
– A hexagonal board display.
– A prompt for player names and color selection (Red or Blue).
– A visual indicator showing whose turn it is.
– An option to exit the game at any point.

How to Launch HexOust

Prerequisites
Before launching the game, make sure you have the following set up:

– Java, JavaFX and SceneBuilder installed on your machine.
– An IDE like IntelliJ.
– A cloned copy of the project from GitHub.

JDK version used for the .jar: Oracle OpenJDK 22.0.2 - aarch64

Steps to Run the Game

1. Clone the Repository:
   – Open your terminal or GitHub desktop.
   – Run:
    git clone <repository–link>

2. Open the Project in Your IDE:
   – Launch IntelliJ.
   – Open the cloned HexagonalBoard project.

3. Set Up JavaFX (if needed):
   – Ensure JavaFX is properly linked in your project settings.

- In IntelliJ: Go to File > Project Structure > Libraries and add JavaFX.

4. Run the HelloApplication Class:
   - Locate the "HelloApplication.java" file.
   - Right-click and select Run.

5. The Game Window Opens
   - You should now see the HexOust board displayed with a test button to see the player's turn switching.

6. Run HexOust Rules class
   - You should now see a pop-up window that explains all the rules of the game to the players.

7. Run HexOust Players class
   - You should now see a pop-up window that asks the players to insert their names and to select the color they want to play as .

Additional Notes:
The 4-7 steps are to be done separately because there is no connection between the board display and the instructions display yet (different graphic interfaces to be connected in the next sprint).

HexOust.zip contains the graphic interfaces for the players and the rules, while HexagonalBoard.zip contains the Board graphic interface.

How to Play HexOust (Sprint 1 Version)

1. Setting Up the Game:
- When the game launches, a window will prompt:
  - Player 1: Enter your name and choose a color (Red or Blue).
  - Player 2: Enter your name and take the remaining color.

Note: The Red player always starts first.

2. The Game Board:
- A hexagonal board will appear on the screen.
- The board is currently empty, awaiting player moves (future sprints).
- A colored text message(RED or BLUE) will indicate whose turn it is.
  - Example: "(PLAYER 1 NAME)'s Turn" in color Red.

3. Ending the Game:
– At any point, players can choose to exit the game:
  – Simply click the Exit button.
  – The game will close, ending the session.

Reminder: Since this is Sprint 1, placing stones and full gameplay are not yet available, that's coming soon.

Aesthetic Choices:

– A clean and minimalistic interface with a green background covering the entire screen.
– Hexagons resize perfectly when you adjust the window, always staying proportional.
– Clear turn indicators with bold colored text.

Sprint 1 Milestones Achieved:

– Displayed the Hexagonal board.
– Displayed the rules of the game.
– Implemented player name and color selection.
– Turn indicator showing whose turn it is.
– Allow players to exit at any time.

Conclusion:

This sprint sets the foundation for HexOust. The focus was on creating a functional and clean start to the game, ensuring all elements in Specification 1 (SR1, SR1.1, SR1.2, SR1.3) work smoothly.

Future sprints will bring the gameplay mechanics, stone placement, and capturing moves. But for now enjoy exploring the board and seeing the first steps of HexOust in action.