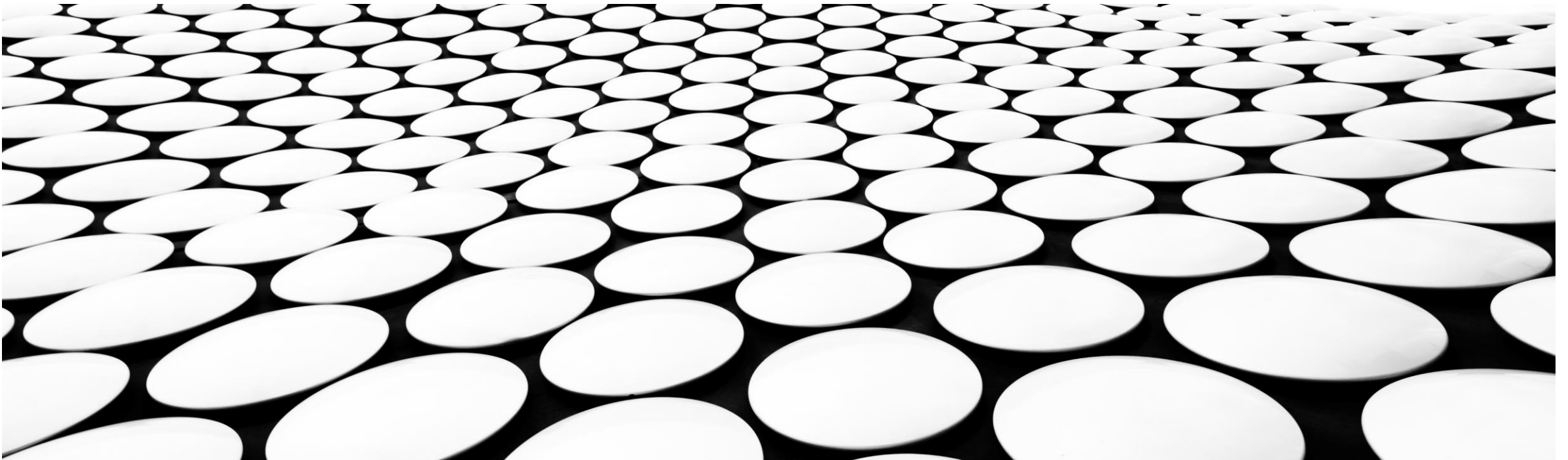


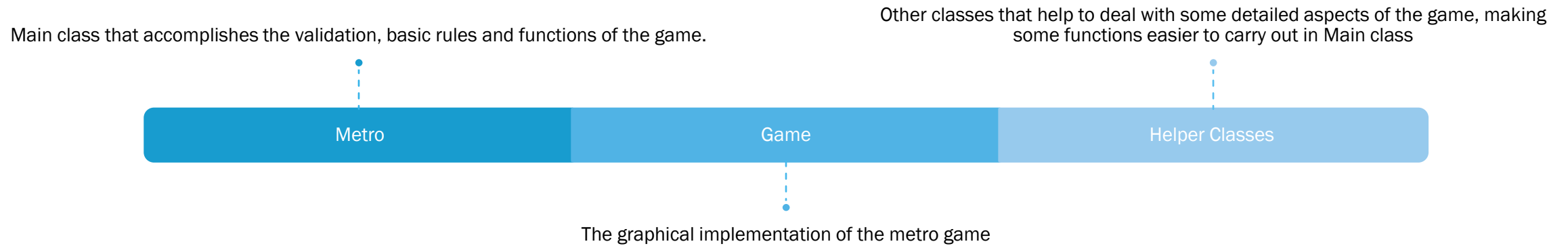
Contributor:  
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# ASSIGNMENT 2

METRO THE BOARD GAME



# PROJECT STRUCTURE



# HELPER CLASSES

- Tiles and TilesEnum
  - Categorize the tiles based on the number of each kind.
  - Extract each tile in the “placementSequence” string and add them into a list.
  - Check if there are overlapping tiles or if there are tiles overlapping any of the center stations.
  - Make sure a newly placed tile is adjacent to an existing tile or a player station.
  - Calculate the exit of the track on each tile.
- Coordinates and CoordinatesEnum
  - Categorize the coordinates based on their locations on the board.
  - Extract each coordinate in the “placementSequence” string and add them into a list.
- Viewer
  - Provide a graphical illustration of a “placementSequence” string
- Tests
  - Check some of the critical methods we create to make sure they perform as we expected.

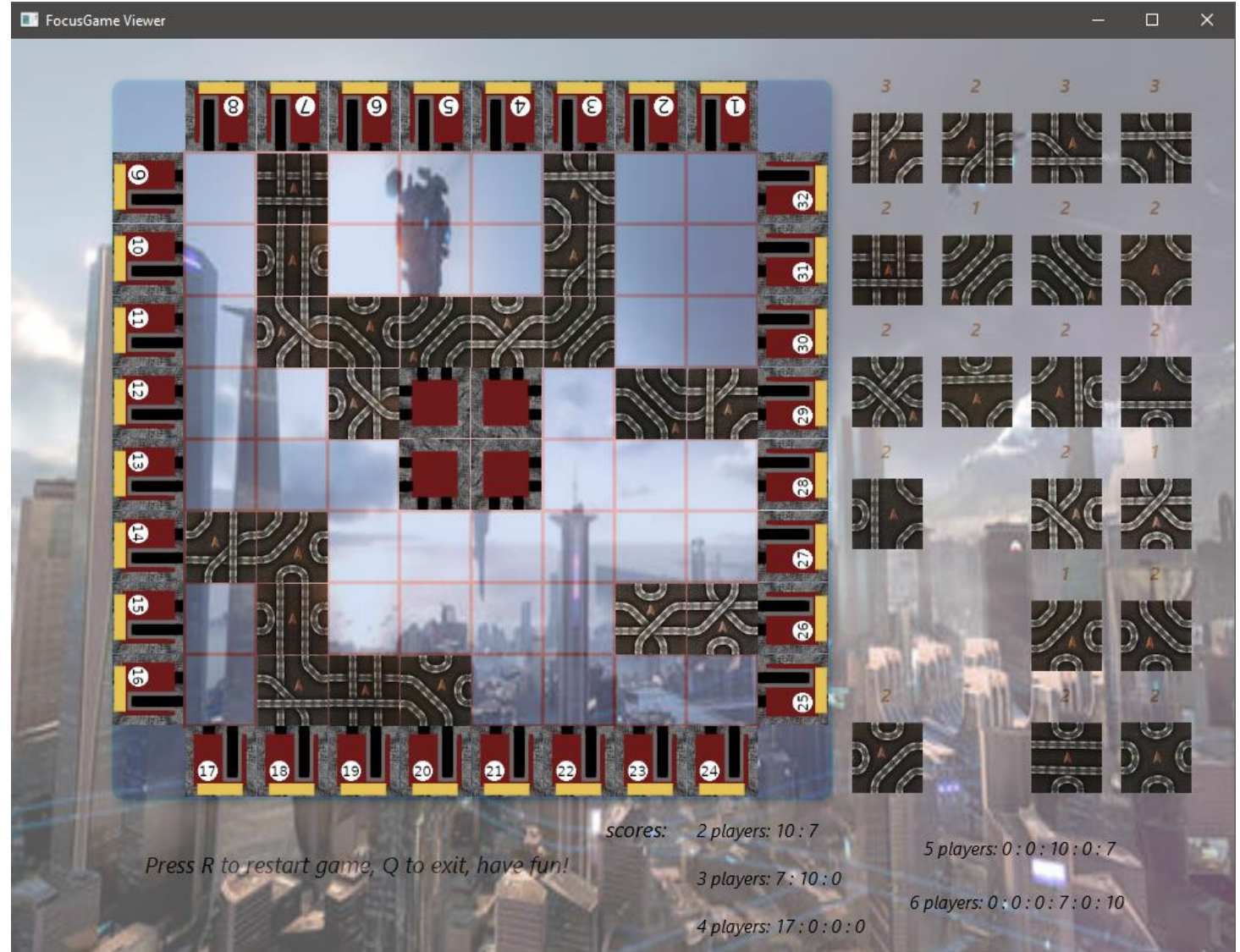
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# METRO CLASS

- Task 2: Determine whether a piece placement is well-formed
- Task 3: Determine whether a placement sequence is well-formed
- Task 5: Draw a random tile from the deck
- Task 6: Determine whether a placement sequence is valid
- Task 7: Determine the current score for the game
- Task 9: Generate a valid move

# GAME CLASS

A Graphical Implementation.



# GAME CLASS

- A custom background.
- A board with a grid.
- All tile types displayed on the right side of the board, which can be dragged and snapped to the grid.
- Numbers that shows how many tiles of each type remain in the deck.
- Scores of every player displayed based on the number of players on the bottom right side of the board.
- Press R to restart the game. Press Q to quit the game.



# THANK YOU

PRESENTED BY CHAN XU, LILI CHEN, XIKANG SONG

