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Java Rummikub Game: User Manual

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1. Introduction

Rummikub is a tile-based game which combines aspects of Mahjong and Gin Rummy. The UI and gameplay are simple. The logic and other gameplay mechanics are not yet implemented.

1. Known Issues/Bugs

In its current state, if the player draws a card or sorts their tiles, it will remove all tiles that they previously played to the board and add them back to their hand. I have not been able to figure out this interaction as I tried a few different ways for this to remove the tiles from the respective player hands with no avail. Additionally, the Tiles remaining text does not show up when the app is started at first, because the tiles have not been created with start game yet so the total number is not available.

1. How to start and game flow

The game is started when the user selects the button “Start Game.” This will give each player 14 random tiles and it is not player 1’s turn. Each player has the option to Draw, Sort, move around their tiles, and move tiles to the game board (big green).

Here is a link to the Rummikub website for their official rules of the game. Enjoy! <https://rummikub.com/wp-content/uploads/2019/12/2600-English-1.pdf>