

Presentation

The same number would mean simultaneously.

Steps:

- 1) Open the game.
- 2) Select 2 human and 2 AI, medium difficulty, colour blind (NO), basic scoring, random colours.
- 2) Explain how we prevent user error by having automated drop-down, select boxes.
- 3) Start the game
- 4) Explain the GUI, the turn label, pieces and corners.
- 5) Play a few turns and press in an illegal place
- 5) Explain how a wrong move gives an error or shows up in black.
- 6) Show all the options in the selected piece window, rotate, flip and hint
- 7) Play moves with hints
- 8) Show the how-to and the about menu
- 9) Show the file menu
- 9) Explain the menus in the File menu; end current game, new game, save game, load game, reset game, exit.
- 10) Save current game with a suitable file name
- 10) Explain that the files can have the same name because when saving time in seconds is also considered
- 10) Explain how you can keep playing and the game is saved
- 10) Play a couple more turns
- 11) Click End current game
- 11) Mention the user confirmation error (for end current game)
- 12) Explain the scores show up
- 13) Click "Play Again"
- 14) Load game
- 14) Explain how load game has all the old games as well
- 15) Load the game we started with
- 16) Explain that we have all the other games to load that we have left
- 17) Click load game again and load "PresentInClass"
- 18) Explain how forced to pass when no moves left

Things we have accomplished:

1. Legal and illegal move visualisation
2. Coloured corners to indicate where to start from
3. Rotate, flip vertical and horizontal, pass, back and hint button.
4. Labels to indicate the player turns
5. Alternate players
6. Easy, Medium and Hard AI
7. Implemented Hints for All Players
8. User-friendly GUI with the ability to view all players simultaneously
9. Selected piece window for easier visualisation
10. User Error Prevention in most places (Create Game, Load Game, Save Game)
11. Dark Mode
12. Can load any game with a click of a button
13. Can have a large number of saved games
14. Error checking for file save names to comply with all OSs
15. Automatic Game End Checks
16. Calculate the winner based on basic and advanced scoring
17. Force passing, when no pieces or no moves available
18. Colour blind mode
19. Help and About menus for user interaction and additional information about the game and the project (all screens)
20. End current game, reset the game, new game, save game and load game menus
21. Compatibility for MAC OS (Java Swing)
22. Consistent layout and design throughout
23. Well structured code with planned out classes (Loosely coupled and Cohesive)