Quantum Project

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GUI

-Created button to show the board for each player

-Created button to increase the detection rate

-Created button to flip event card

-Created button to select engine cards for each of the players (1 and 2)

-Created button for 8 sides dice and 2 sides dice (2 sides randomises the rocket)

-Created Tokens placed on each planet

-Full translation to Arabic

-The text above displays the current state and changes to the GUI

Functionalities

-Every time an event occurs in the game it checks if the game is over (maximum detection rate)

-Win condition all tokens have been collected from the planets

-Roll die , if less than 4 detection rate ++ else discard probe and draw engine card

-If engine cards are depleted shuffle cards in discard pile

-Play engine card , move , draw replacement , check engine belongs to this ship.

Roll 8 and if its greater than current detection rate evaded defenses

Else , roll 1 move to indicated planet , detection rate++

Draw event card and perform the action

-Discard engine card and draw replacement

-Roll 8 die to retrieve a quantum component if present. If greater than current detection rate collect component and place it on the spaceship board

Else detection rate++

-Play event card if you possess one

-Detection rate++

-Perform quantum event

-Once all six engine card stats have been filled , perform quantum event at the end of your turn

-Draw card , do actions , clear engine cards from game board and put them in the discard pile.

Task division

Mina - engine cards and functionalities

Mahmoud - event cards and functionalities

Mohammad - GUI

Malik - Translation and Functionalities

Ziyad - Translation and functionalities