GeoScavenger

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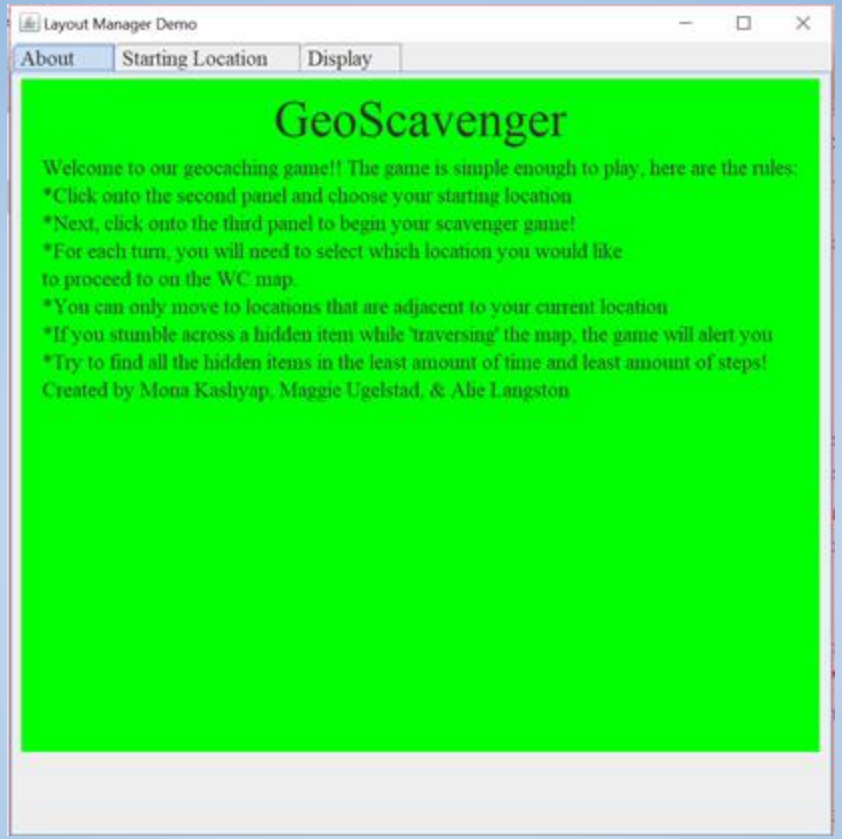
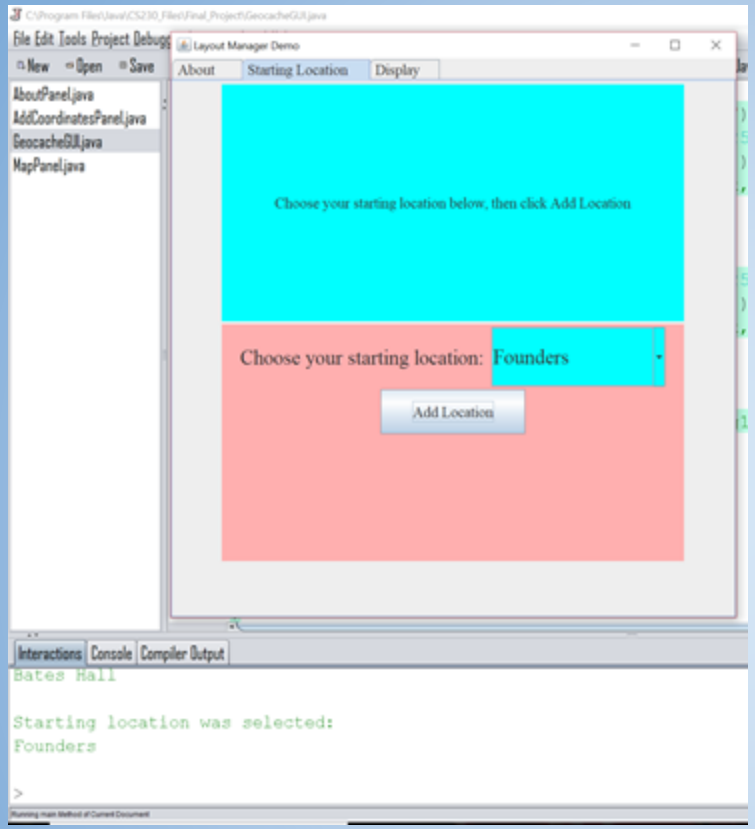
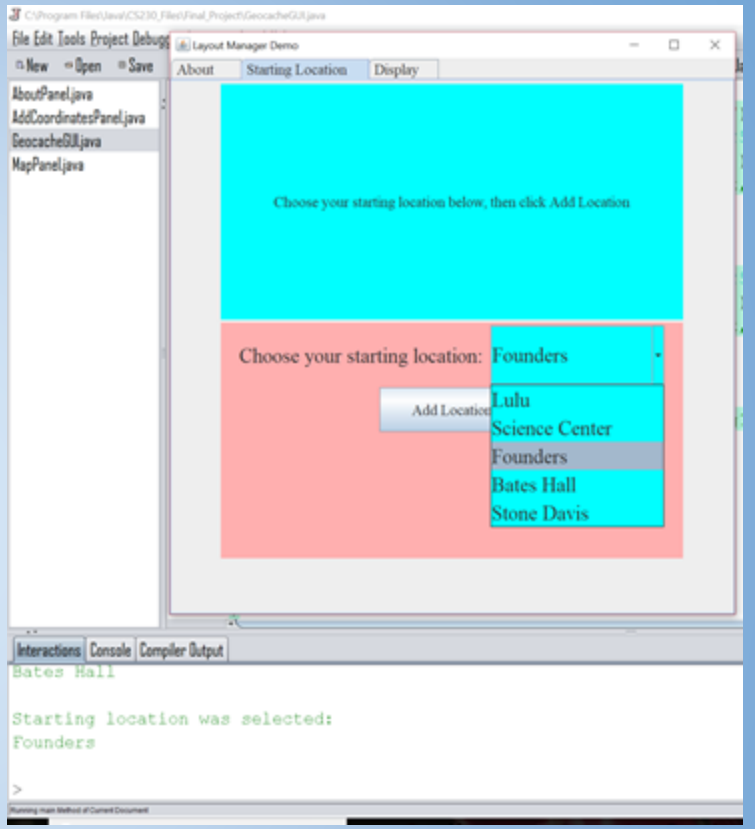
Instructions/Procedure

1. Read Instructions
2. User picks starting node from combo box (e.g. can choose from all possible node locations on map, such as Lulu, Science Center, Founders)
3. Given user's current location, alert the user to their next location possibilities (they can choose between the two nodes that are adjacent to their current location on the graph).
4. User selects next location (update node)



Introductory panel to our game (containing instructions for user)





Screenshots of second tab, which will allow player to select starting location using a JComboBox.

Instructions/Procedure

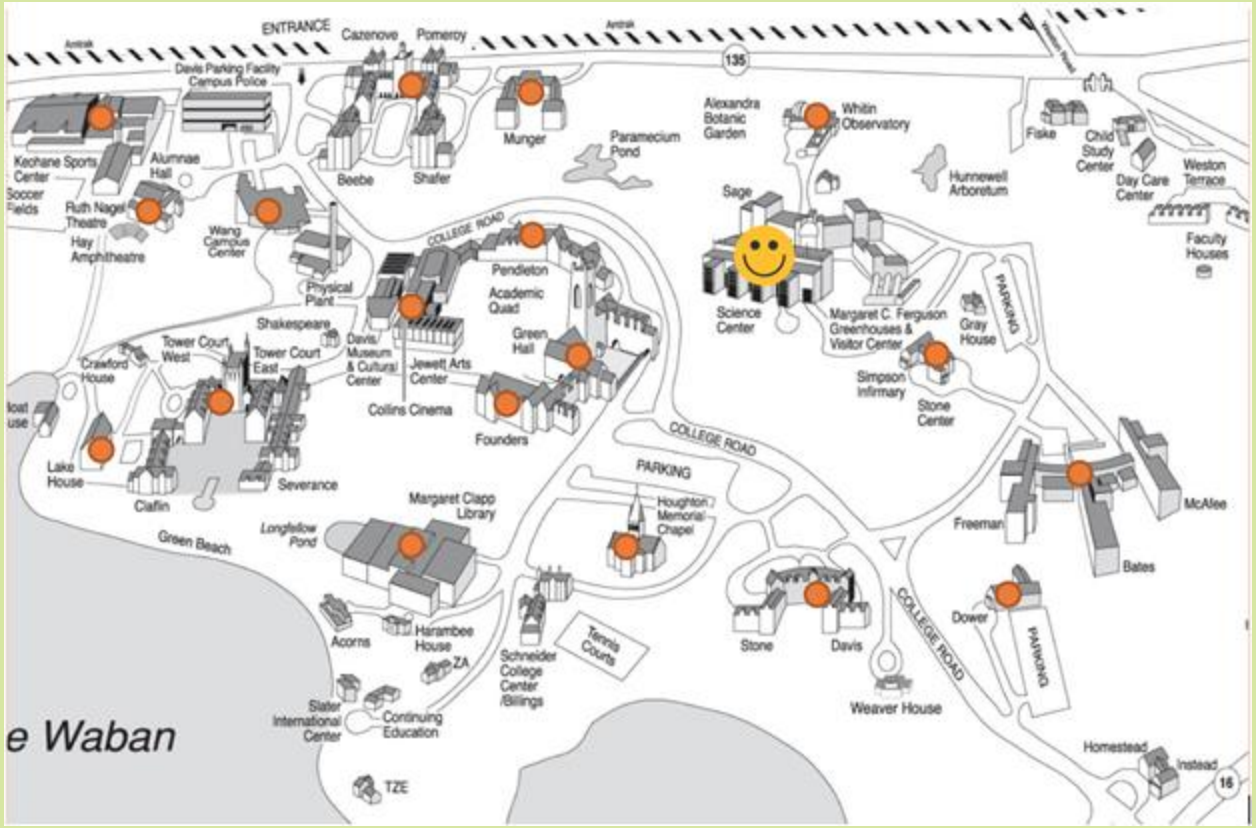
5. Use isItem() method to see if the user has found a treasure along their path.

6. If user has found an item, then the item will be marked on the display.

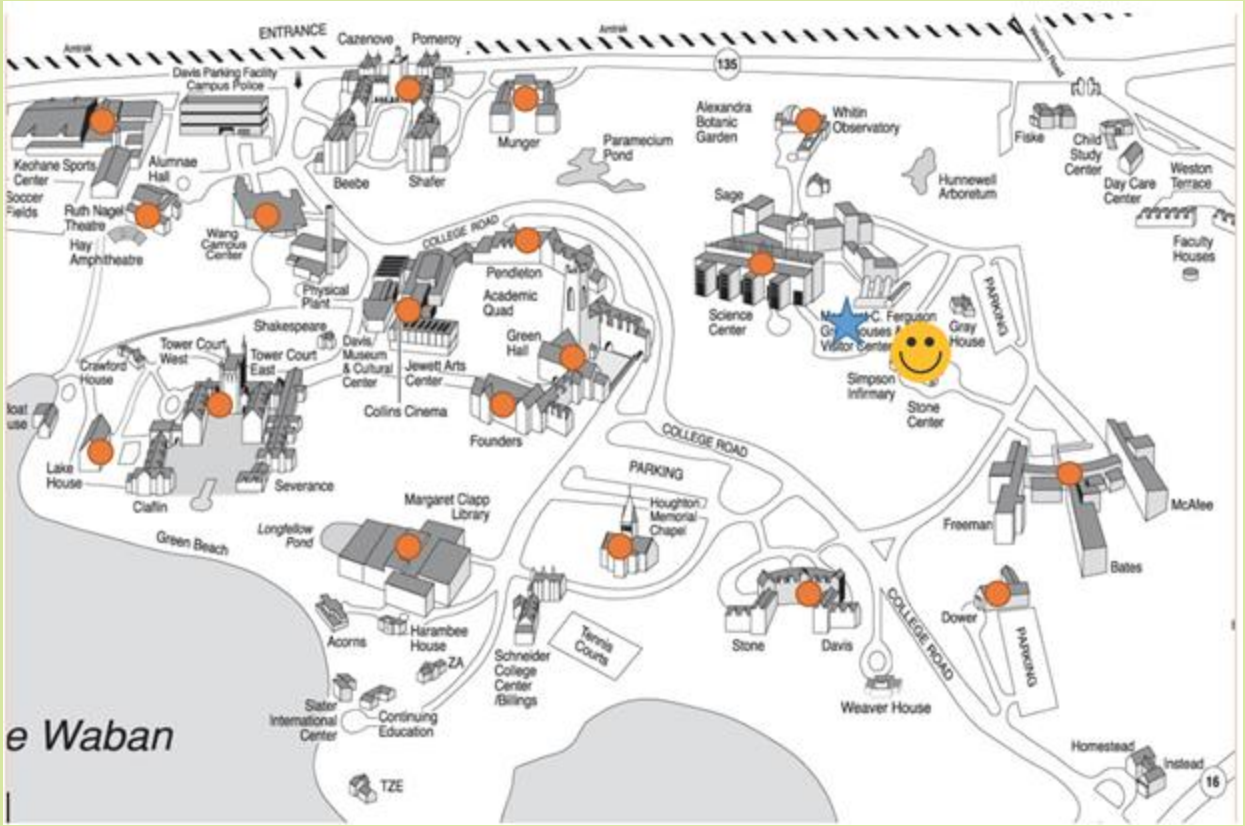
Instructions/Procedure

7. If user has not found an item after traversing edge from one Node to another, then go back to step #3.

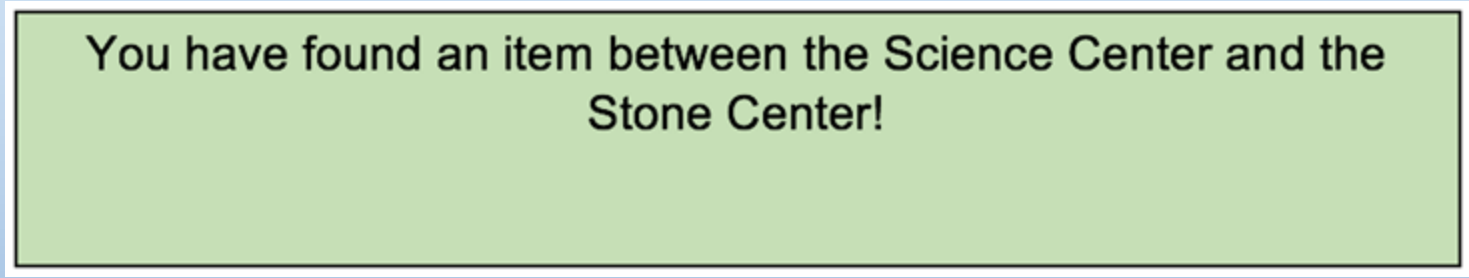
8. Game board will keep track of total time spent finding clues and number of edges traversed.



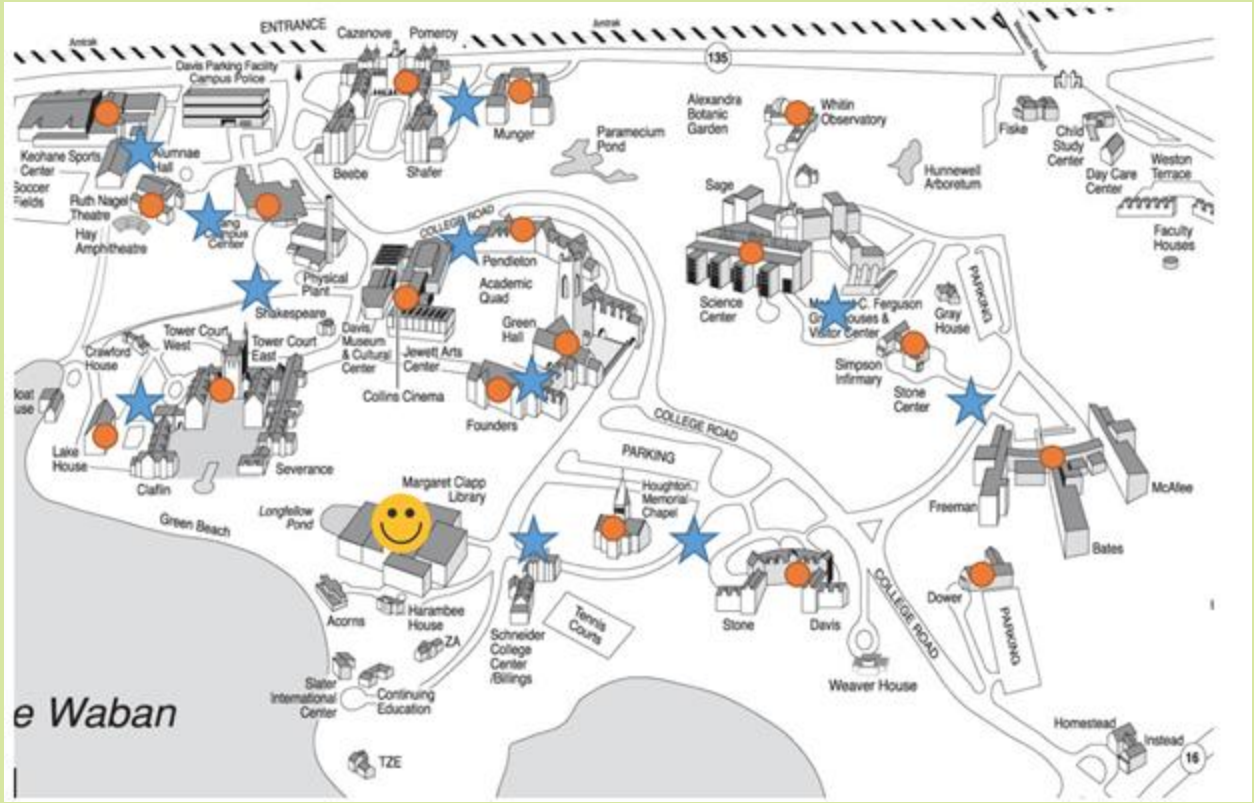
Starting Board (after user picks starting location)



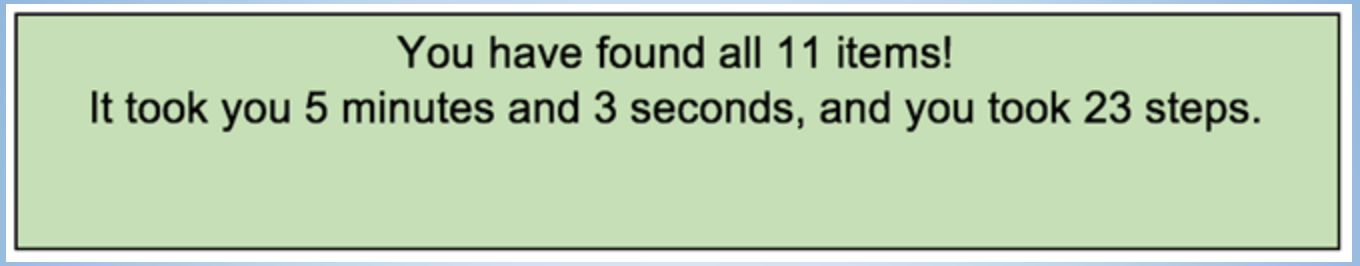
Board after user plays turn and finds one clue



Example of alert that will display to user when they locate an item

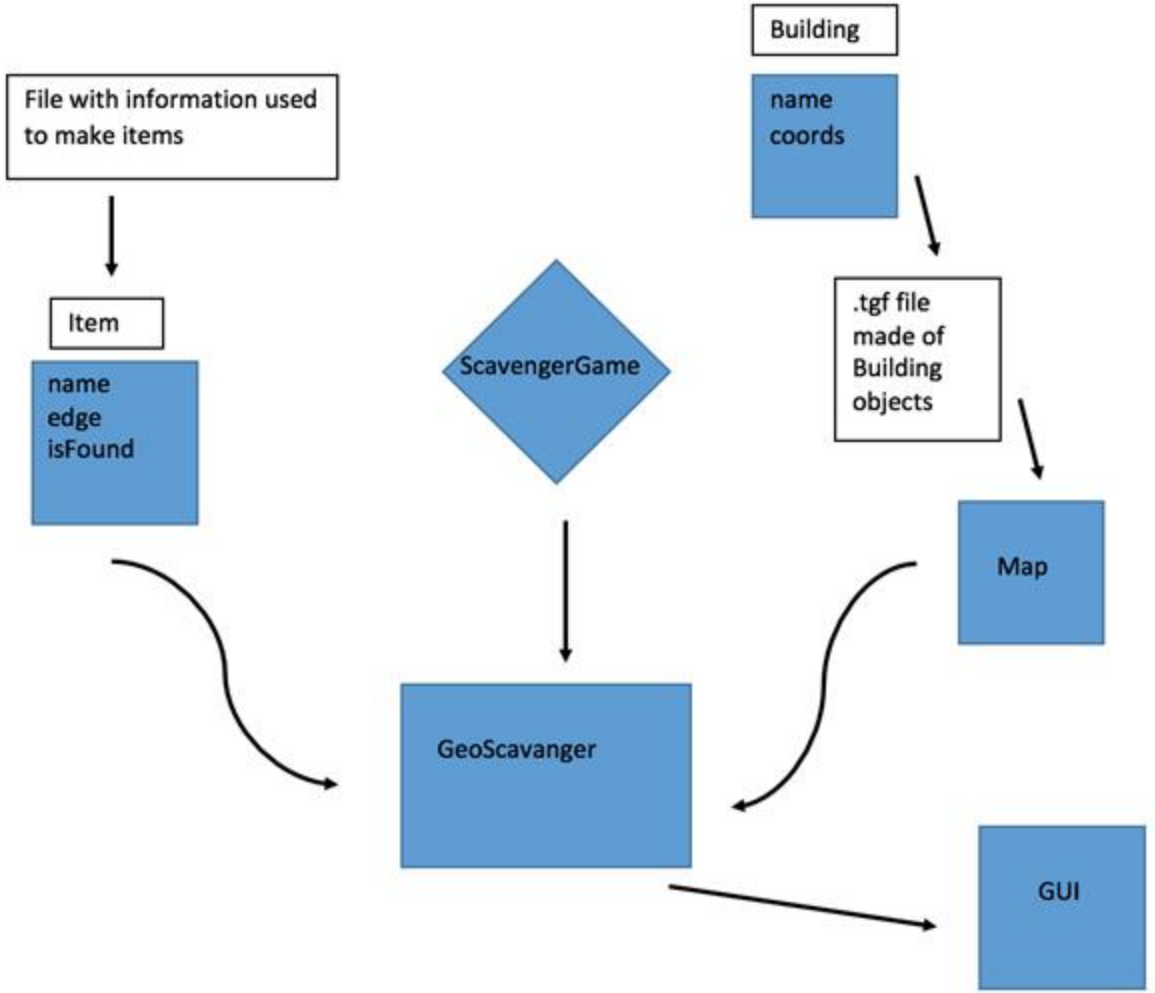


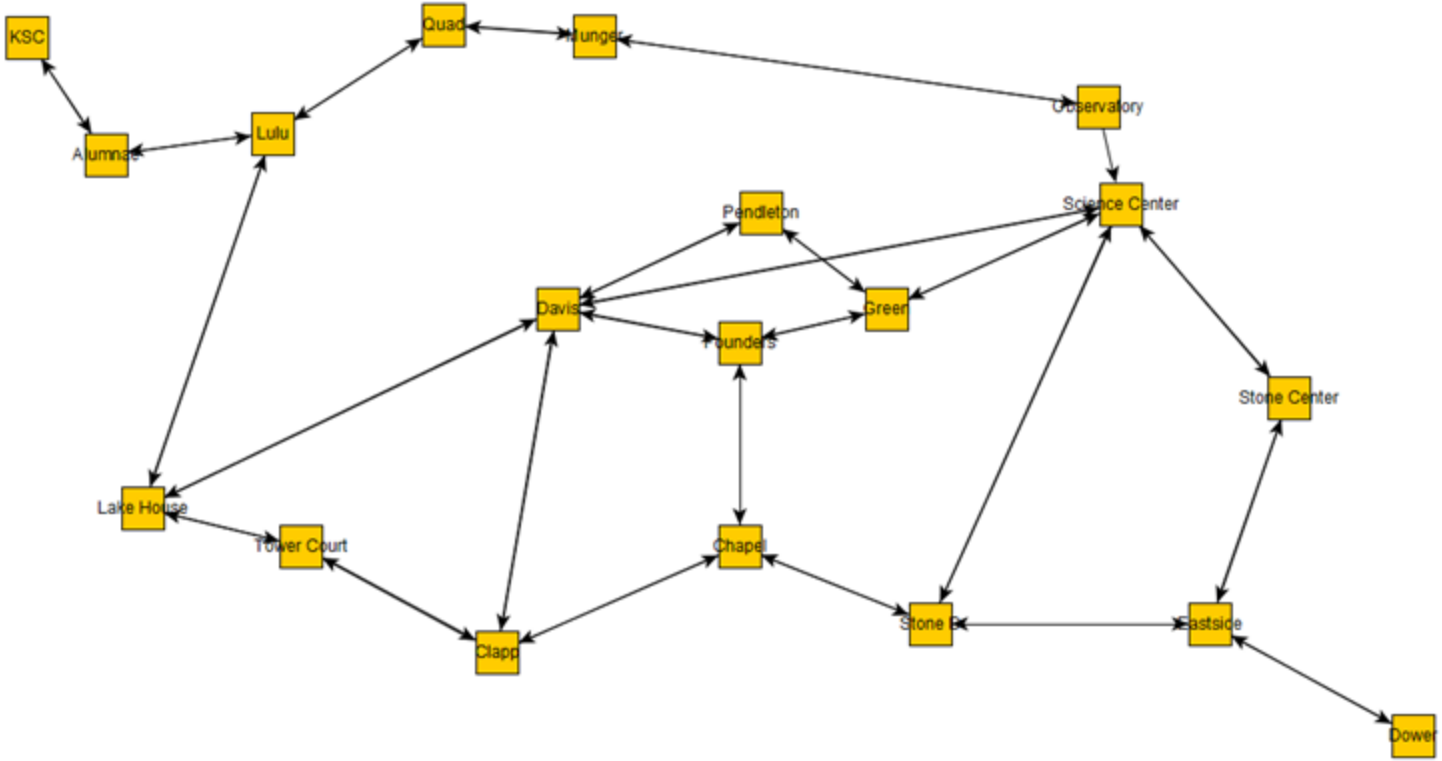
Game board when player has found all hidden items!



Example of alert that displays when user has completed game and found all hidden items. Alert will contain total time user took to find all items, as well as number of steps taken (edges traversed).

UML Class Diagram





Example of yEd graph that will be used to create our graph data structure.


That's all Folks!