# Morpion Solitaire
# User guide

A Java project by **NEVEU Pierre & DOUBABI Mustapha**
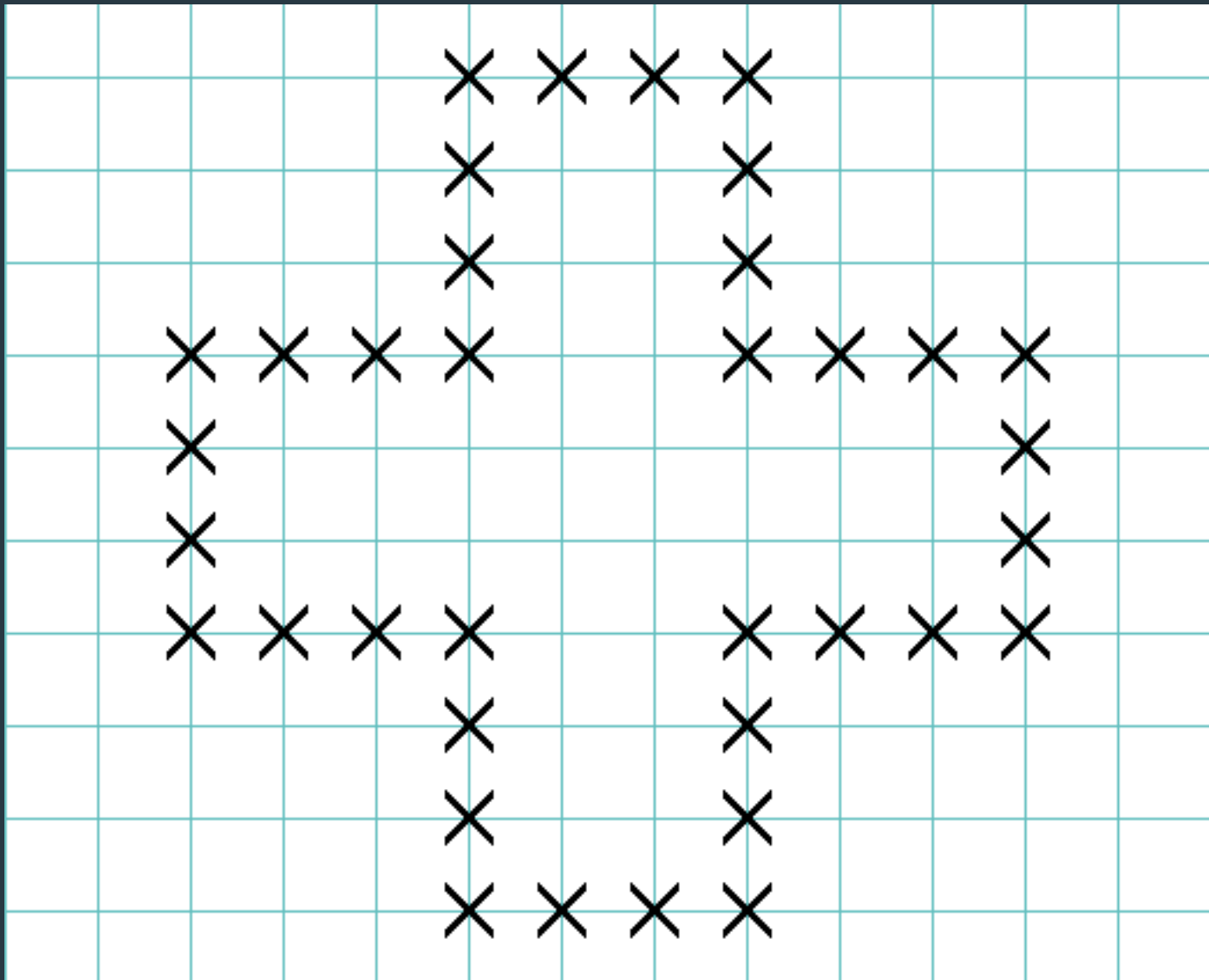
# Contents

# MENU

# M O R P I O N   S O L I T A I R E

**1** PLAY

**2** GAME OPTIONS

**3** RESEARCH ALGORITHM

**4** SCOREBOARD

**5** EXIT TO DESKTOP
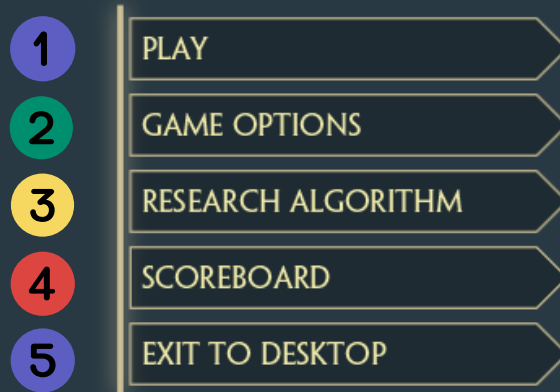
**1** Click here to play the game

**2** Click here to go to game options

**3** Click here to launch research algorithms

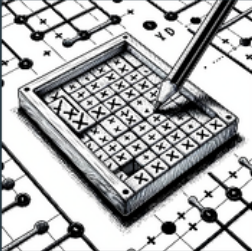**4** Click here to see the scoreboard

**5** Click here to quit the game

# OPTIONS

## SELECT YOUR MODE:

### 4D

THE "4" MEANS THAT A LINE REQUIRES 4 POINTS, AND THE "D" STANDS FOR "DISJOINT" PATTERN: TWO LINES ON THE SAME ALIGNMENT CAN'T TOUCH, THEY MUST BE DISJOINT. ❷

SELECT THIS MODE

### 4T

THE "4" MEANS THAT A LINE REQUIRES 4 POINTS, AND THE "T" STANDS FOR "TOUCHING" PATTERN: TWO LINES ON THE SAME ALIGNMENT CAN TOUCH AT THE ENDS. ❷
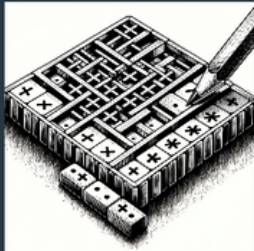
SELECT THIS MODE

❸

### 5D

THE "5" MEANS THAT A LINE REQUIRES 5 POINTS, AND THE "D" STANDS FOR "DISJOINT" PATTERN: TWO LINES ON THE SAME ALIGNMENT CAN'T TOUCH, THEY MUST BE DISJOINT. ❷

SELECT THIS MODE

### 5T

THE "5" MEANS THAT A LINE REQUIRES 5 POINTS, AND THE "T" STANDS FOR "TOUCHING" PATTERN: TWO LINES ON THE SAME ALIGNMENT CAN TOUCH AT THE ENDS. ❷

SELECT THIS MODE

TOGGLE MUSIC ❹

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❶ Click here to go back to the menu

❷ See the detail of each mode

❸ Click here to select the concerned mode (every functionnalities of the game will then work with the chosen mode.

❹ Click here to turn ON/OFF the music

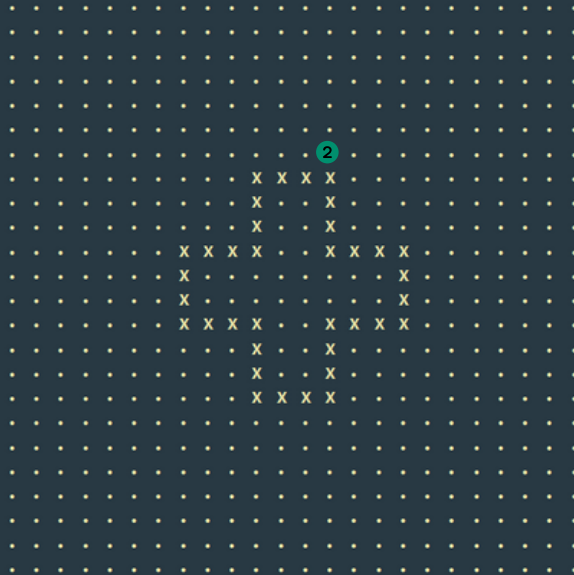# GAME : SELECT NAME

SELECT YOUR NAME :

_____ **2**

OK **3**

**1** Click here to go back to the menu.

**2** Type your name here, the same name will be shown in the scoreboard.

**3** Click here to switch to the game scene.

4

# GAME : GRID

③ RESET
④ END GAME

⑤ HINT

NAME : NAMETEST

MODE : 5T ⑥

SCORE : 0

⑦ TOGGLE MUSIC

② (grid display)

① Click here to go back to the menu.

② Click on playable buttons to draw a line.

③ Click here to reset the game, score will be reset to 0.

④ Click here to end the game, the score will be automatically added to the scoreboard.

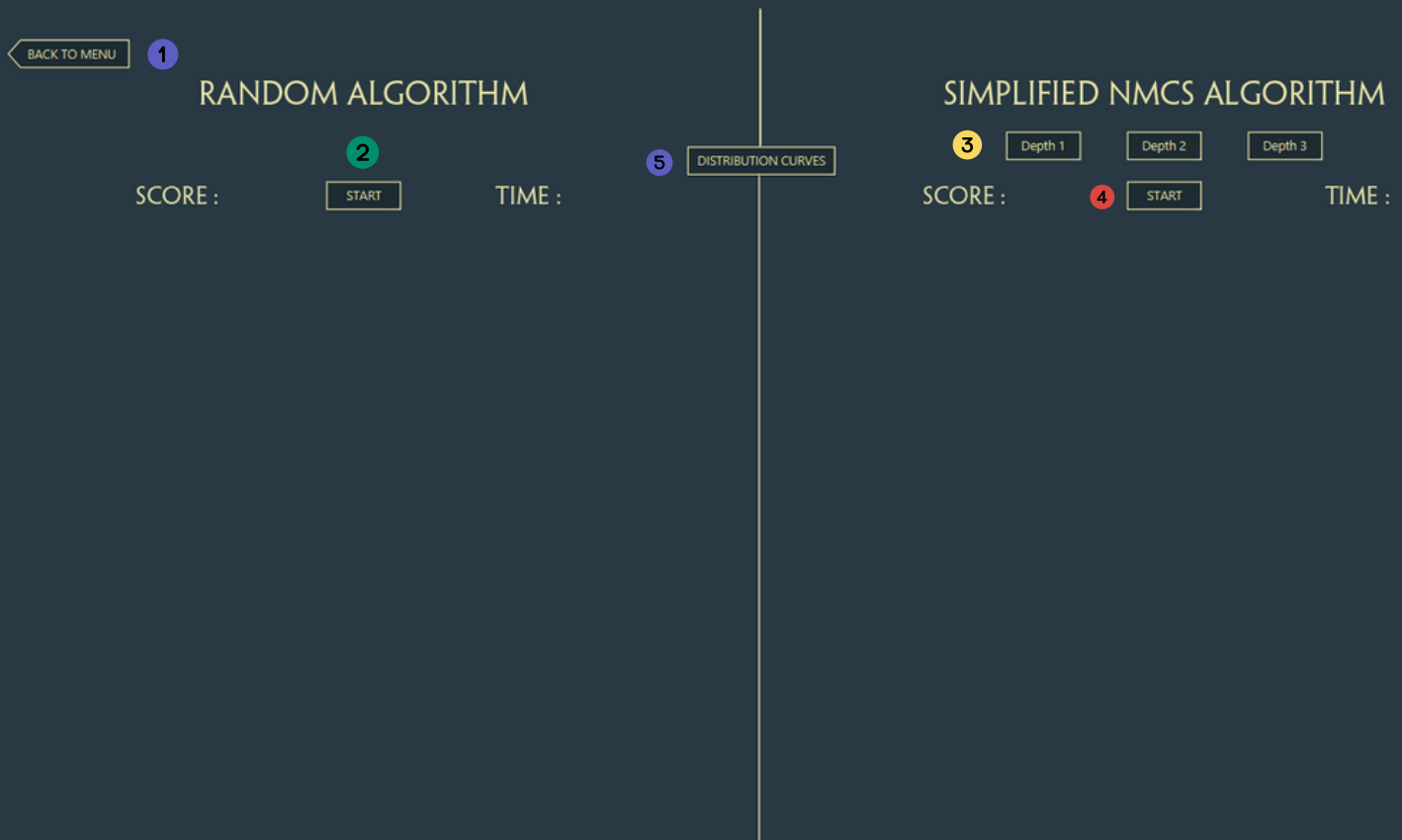⑤ Click here to show hints : questions marks will help you play your next turn.

⑥ Informations relative to player

⑦ Click here to turn ON/OFF the music

# RESEARCH ALGORITHM

**BACK TO MENU** ①

## RANDOM ALGORITHM

②

SCORE :          START          TIME :

⑤ DISTRIBUTION CURVES

## SIMPLIFIED NMCS ALGORITHM

③     Depth 1      Depth 2      Depth 3

SCORE :     ④     START          TIME :

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① Click here to go back to the menu.

② Click here to start the random algorithm. Score, time and final grid will be shown down below.

③ Click on button 1, 2 or 3 to set the NMCS depth.

④ Click here to start the NMCS algorithm. Score, time and final grid will be shown down below.

⑤ Click here to visualize the distribution curves on a chart.