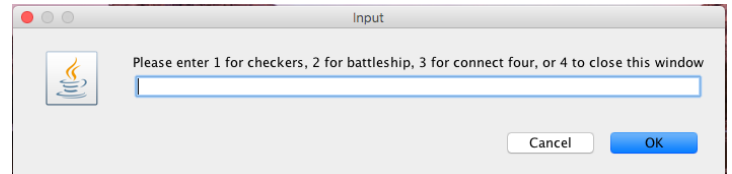


# User Manual

## How to use our program:

Welcome to the user manual, which will explain step-by-step how to use our program. You start by opening our program, which will take you to the main menu. There, you will be presented with three options; “Checkers,” “Battleship,” and “Connect Four”. You can choose any of these three games by inputting the corresponding number. If you choose Checkers, please go to the first paragraph, if you chose Battleship, please go to the second paragraph, and if you chose Connect Four please go to the third paragraph.



1. You have chosen Checkers; you should now see another menu.

You have three choices: “Start Game,” “Instructions,” or “Close.”

If you choose “Close”, it will close the program. If you chose

“Instructions”, it takes you to the Instruction Page where you can

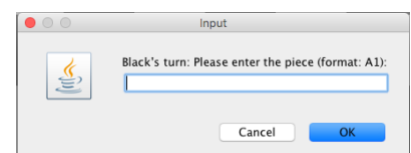
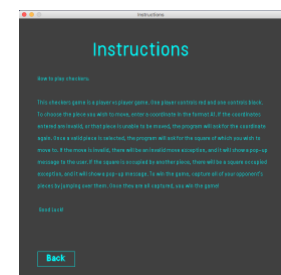
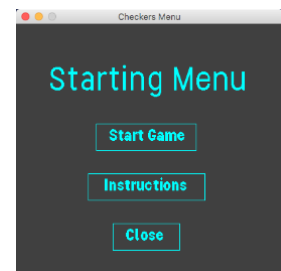
read the rules and how to play the game. Once you are done

reading the instructions press “Back” and this will take you back

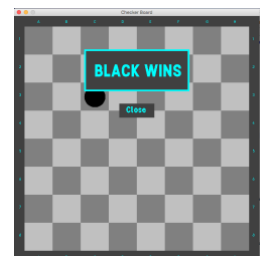
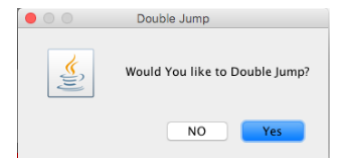
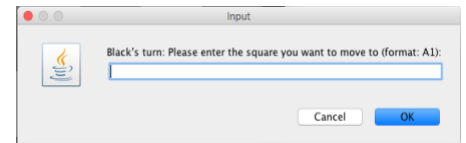
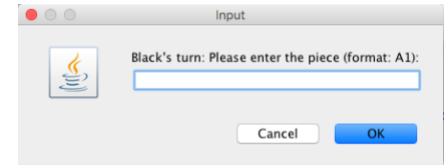
to the Checkers menu page. If you press “Start Game” it will start

the checkers game. Once the game page is open it will

ask the first player (black) to input the box coordinate



of the piece you wish to move; then it will ask you to input the box coordinate of the square you wish to move this piece too. You may only enter a square that is diagonally adjacent to the square your piece occupies. If an enemy occupies the adjacent square, but the square beyond that is empty, you may enter this empty box coordinate to “jump” the enemy. If this situation presents itself immediately after the first jump, a message will pop up asking if you wish to double jump. If you click yes it will “jump” that enemy, if not, your turn will end. If the same thing happens again with another enemy on a diagonal and an empty square behind it, another message will pop up asking if you would like to triple jump. If you click yes it will “jump” that enemy, if not your turn will end. If any of your pieces reach the end of the board, they will turn into “Kings”. This gives them the ability to move both up and down the board as you wish. The game will continue until one player “jumps” all of the enemy pieces. Once the last piece has jumped a message will pop up with declaring the winner of the game. Below the declaration of the winner is a close button which will close the program.



2. You have chosen Battleship, and you will now see another menu.

You have three choices: “Start Game,” “Instructions,” or “Close.” If you choose “Close”, it will close the window. If you chose

“Instructions” it takes you to the Instruction Page where you can

read the rules and how to play the game. Once you are

done reading the instruction page press “Back” and this

will take you back to the Battleship menu page. If you

press “Start Game” it will start the Battleship game. Once

the game board is open, please click and drag the “My

Ship” window over to reveal the “Targeting System”

window as well. There should be another window open

asking for the orientation of your Battleship you can either

choose “Vertical” or “Horizontal.” Another window should now pop up asking for the

square coordinate of where you wish to place this ship (note: if you enter a

location that doesn’t have enough room for that type of ship it will ask again). It

will repeat this for all the ships that need to be placed: Battleship (1), Cruiser (2),

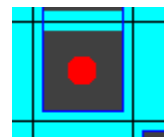
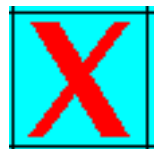
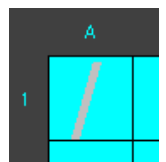
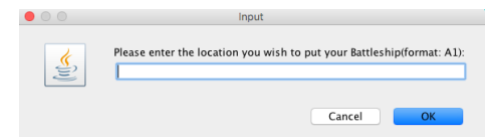
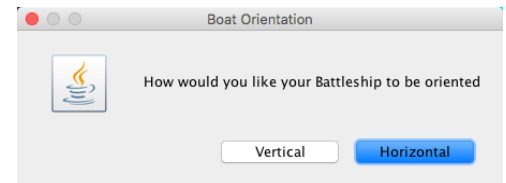
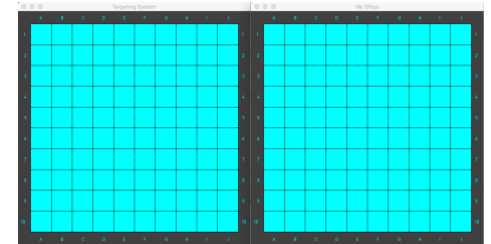
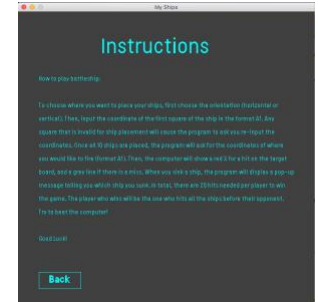
Destroyer (3), and Submarine (4). Once all your ships are placed it will now

ask you to enter the location you wish to fire. On your “Targeting System” you

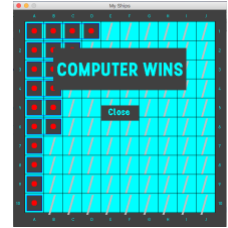
should see either a grey “/” which means miss or a red “X” which means hit. On

your “My Ships” screen you can see the enemy shoots as seen by a grey “/”

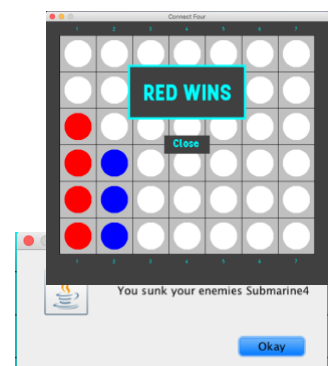
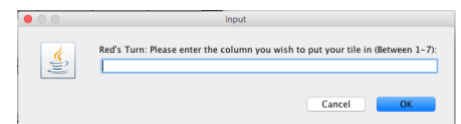
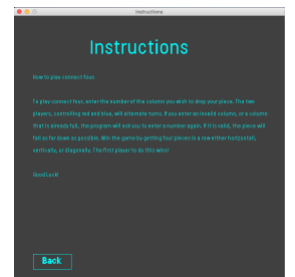
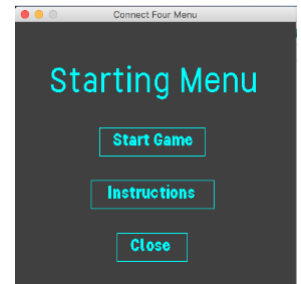
representing a miss or if they hit you the grey circle in the middle on the square of



your boat will turn red signifying a hit. If you sink a ship, a message will pop up letting you know you sunk that particular ship. This will go back and forth until either the computer or the player can sink all of the enemy's ships. Once the last ship is sunk a message will pop up tell you who the winner is. Below the declaration of the winner is a "Close" button which will close the program.



3. You have chosen Connect Four, and you should now see another menu. You have more choices: "Start Game," "Instructions," or "Close." If you choose "Close", it will close the window. If you chose "Instructions", it takes you to the Instruction Page where you can read the rules and how to play the game. Once you are done reading the instruction page press "Back" and this will take you back to the Connect Four menu page. If you press "Start Game" it will start the Connect Four game. Once the game board opens a window will open, and this will tell you which players turn it is and then ask for input. You must enter a number between 1 and 7. The piece will then be added to that column. Then the opposing player will have a turn person, and this process will repeat until one player has four pieces in a row, horizontally, vertically, or diagonally. The first player to have four in a row will win, and a message will pop



up tell you who the winner is. Below the declaration of the winner is a “Close” button which will close the program.

## System Requirements:

- You should be running the newest version of Java

## Optimal System Settings:

- Screen Resolution: 1280 x 800