**COMP1206 MathDoku Instructions**

**Guide:** This document will help us run and use your application during marking. Please complete the sections below. You may want to include screenshots if this helps explain the functionality. For most sections, 1-2 sentences are probably sufficient.

If you did not implement a particular part, please write “not implemented” in the relevant section.

These instructions are not assessed directly, but they will help ensure that we do not miss any important features of your application.

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| **Installing and Running the Application (Part 1)**  *Copy and paste the contents of your README.txt file below.* |
| Compile with javac \*.java  Then Run via :java Main  If it doesn’t work load the classes with IntelliJ compile and run through the IDE  \*I used JDK 11 so if it’s a previous version there might be some problems |
| **Starting a Game (Optional – Part 1)**  *If any additional steps are needed to start a game, briefly describe them here.* |
| There a 2 ways to load a game :  By text : Click New Game then enter the number of cages and set each cage  Via File : Click Load from file and choose a file via the dialog make sure the encryption is “UTF-8” |
| **Cell Completion (Part 3)**  *Describe how to enter and clear cell values by keyboard and by mouse.* |
| By Keyboard:  Select a cell with the mouse then press the number you wish to enter  By Mouse:  Select a cell with the mouse then press the button with the Number you wish to put in |
| **Can your application handle - and ÷ cages with more than two cells? (Part 4)** |
| Yes / No (delete as appropriate)  Yes |
| **Mistake Detection (Part 4)**  *Describe how to enable mistake detection in your application.* |
| Just check the checkbox with the label for Mistake detection  And the Program will check for mistakes from this moment forward |
| **Win Detection / Animation (Parts 4 & 8)**  *Describe how the application notifies the player when the game is won (including any animations you have implemented for Part 8).* |
| When you win the game becomes a background for a win Animation done with Canvas  If you have completed the game before enabling Win detection you will need to Re-Enter a Number for the Program to trigger winning sequence |
| **Clearing (Part 5)**  *Describe how to clear the board.* |
| Click Clear |
| **Undo/Redo (Part 5)**  *Describe how to undo / redo actions.* |
| For Undo click on Undo  For Redo click on Redo |
| **Loading Files (Part 6)**  *Describe how to load puzzles both from file and through text input. Also mention any limitations in what puzzles you can load (if any), e.g., up to a certain size if smaller than 8x8.* |
| From File:  Click on Load from File and choose a file then the game will start automatically  From Text:  Click on New Game enter Number of cages and press Enter then  Enter each cage’s Label and Cells it entails  Limitations (optional):  “UTF-8” encryption on files |
| **Font Sizes (Part 7)**  *Describe how to change font sizes* |
| Use the ChoiceBox for font size Selection |
| **Solver (Part 9)**  *Describe how to solve a puzzle, how to get a hint and any limitations there might be (e.g., up to what size you can solve reliably and within <1 min). Also mention where we can find your code for solving the puzzle (which files and lines)?* |
| Solve puzzle:  N/A  Get hint:  Limitations (optional):  Files / lines for solver: |
| **Random Game Generator (Part 10)**  *Describe how to generate a random game, including what options the player can select. Also specify where we can find your code for generating the puzzle (which files and lines)? Where in the code do you ensure there is only one solution (which file and lines)?* |
| Generate puzzle (including options):  N/A  Files / lines for generator:  File / lines to ensure there is only one solution: |
| **Additional Information (Optional)**  Any other information that may be useful for us to know. |
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