

DELIVERABLES:

The deliverables consists of the folder called “ads assignment”. The directory structure of the folder is as follows:

- PentaHexPuzzle_Rishabh_Jinen
 - Src(Folder)
 - Programming_Assignment1_Documentation.pdf
 - Contribution_Chart.pdf
 - Choice_of_Data_Structure.pdf
 - Instructions_to_Run(Deliverables).pdf

The Src folder contains the source code i.e. all the java files. Then the user is expected to set the environment variables like PATH, incase running from a command prompt. In case you are running the game on IDE such as Net Beans you can just copy the whole folder to the location where the Net Beans projects are saved. The deliverables also contains the Documentation file which gives a brief description of the game, its design, rules, features etc.

Note: All the above directories are to be kept together as the paths are set relative to each other.

To run the game, go to command prompt and type

```
javac PuzzleController.java
```

PuzzleController.java is the main class file. Once you have compiled the PuzzleController.java you need to run it.

This can be done by the following command:

```
java PuzzleController
```

WHAT TO EXPECT!!!!

You will then see a welcome screen and you will be asked to click the start button to start the game. This is followed by the option of single player and multi-player. Once you select any of the configurations you would view the game consisting of the grid at the left bottom, 22 buttons representing the Penta-hex's on the top which is followed by pair of rotation buttons, each for clockwise and anti-clockwise. This is followed by the deselect button. You would also see the instruction panel which is dynamic and would guide the user throughout the game.