

Locomotion Commotion

TEAM HEC

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1. Installing and Running the Game

1.1 Downloading the game

1.1.1 Downloading the packaged game

You can download the game pre-packaged from:

<https://github.com/CallumHewitt/LocomotionCommotion/releases/>

1.1.2 Downloading the source

Clone the repository <https://github.com/CallumHewitt/LocomotionCommotion/> into a directory.

1.2 Running the packaged game

If you downloaded the pre-packaged .jar file, simply double click to run it.

1.3 Running the game from source

If you're running it from the source, you must import it into Eclipse using Gradle.

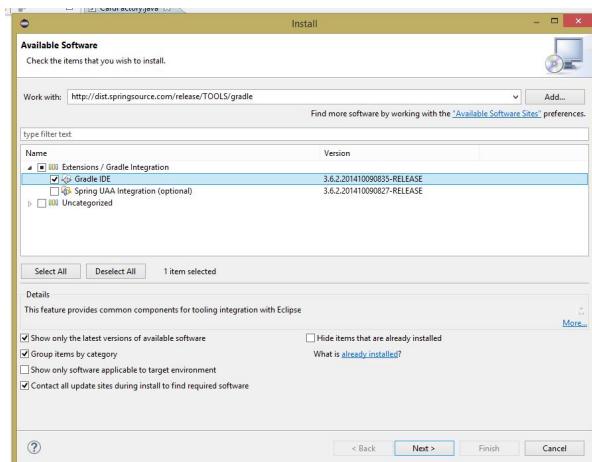
1.3.1 Installing Eclipse

To download Eclipse 4.4 go to their downloads page [here](#) and download the appropriate files for your machine under the "Eclipse IDE for Java Developers" section. Even if you have a version of Eclipse you are best off downloading the latest update for everything to run smoothly.

1. After downloading your zip file extract it to your preferred location (I recommend under C:. You can sometimes have problems if you try and put it under C:\Program Files or C:\Program Files (x86) when it comes to installing Plugins).
2. Create a Desktop Shortcut by right clicking eclipse.exe -> Send to -> Desktop (create shortcut).
3. Double click the Desktop shortcut to launch eclipse.
4. Set your preferred Workspace folder

1.3.2 Installing Gradle

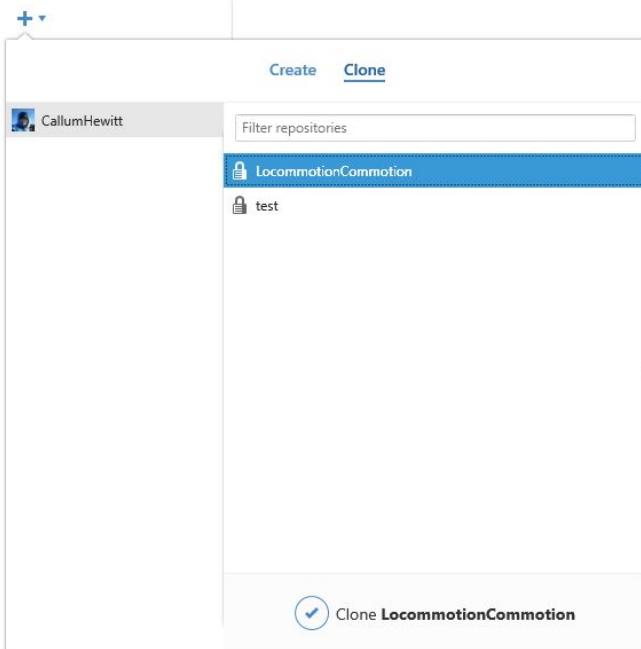
1. Open Eclipse
2. Go to Help -> Install New Software...
3. Paste "<http://dist.springsource.com/release/TOOLS/gradle>" into the "Work With:" text box.
4. Select the drop down next to "Extensions / Gradle Integration" and tick the box next to "Gradle IDE".
5. Press Next a few times and accept the license to install.



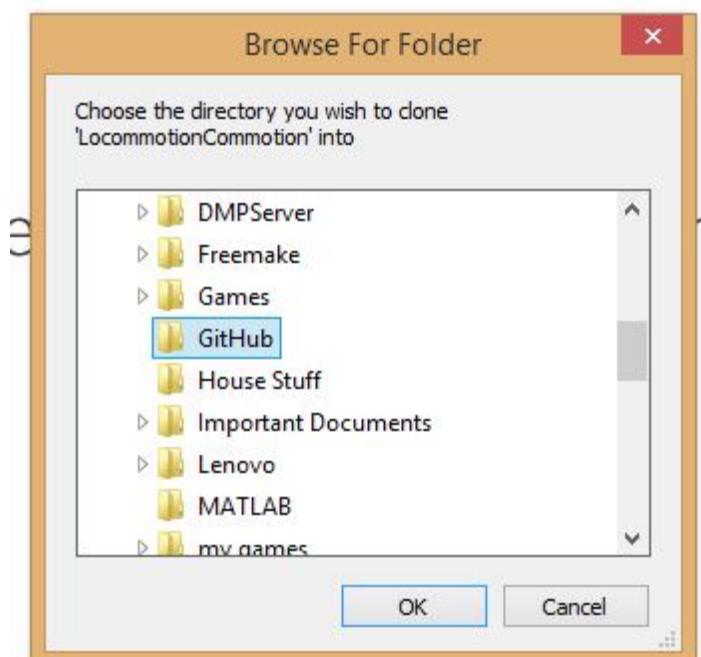
1.3.3 Importing the Project

Finally you are all set up to import the latest version of the project. To do this we will use the GitHub desktop client which can be downloaded for [Windows](#). Finally you are all set up to import the latest version of the project. To do this we will use the GitHub desktop client which can be downloaded for [Windows](#) [<https://windows.github.com/>] or [Mac](#) [<https://mac.github.com/>] if you are using Linux you will have to use traditional Git commands as described [here](#) [<http://git-scm.com/book/en/v2/Git-Basics-Getting-a-Git-Repository>]. You will also need to login with the GitHub account which has permission to access the project.

1. After installing the client the first thing to do is to make a clone of the project. To do this first select the '+' icon in the top left corner. Then when the drop down box appears select Clone and select LocomotionCommotion. If LocomotionCommotion or the Clone option itself does not appear contact Callum Hewitt at ch1194@york.ac.uk.

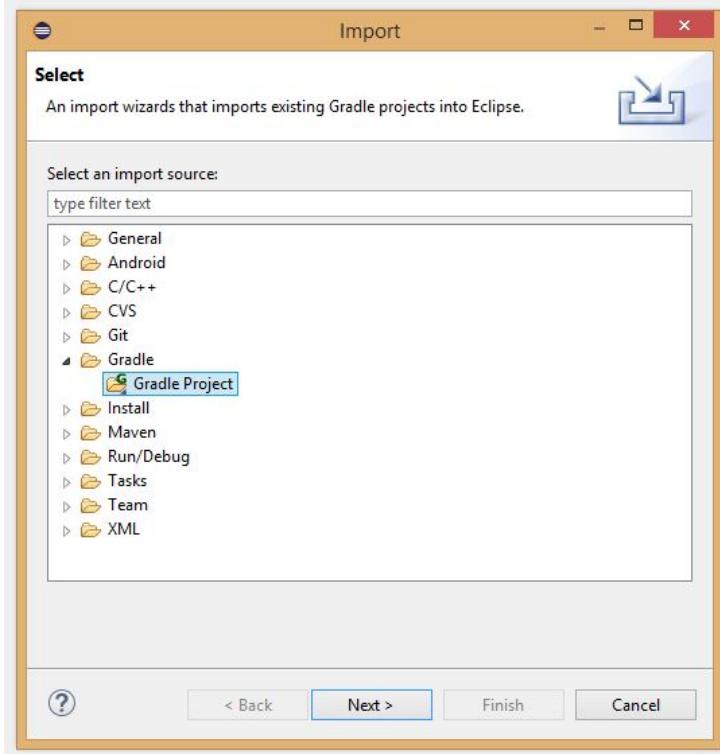


2. You will then have the option to specify a directory to store the clone in. DO NOT clone into the same directory you are using as your Eclipse workspace, this causes problems when importing the project later.

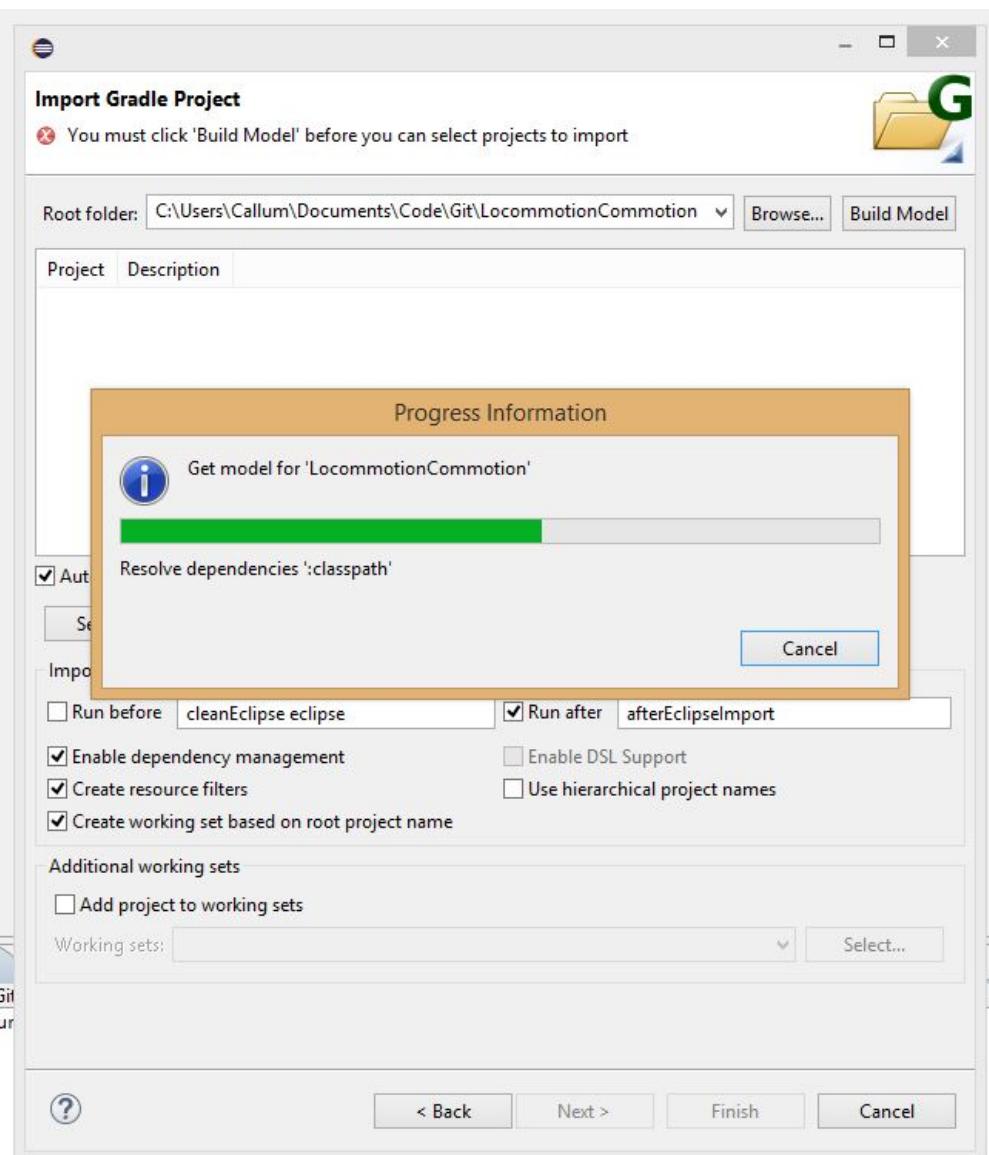


3. Wait for the GitHub client to finish cloning the repository and then open Eclipse.
4. In Eclipse go to File -> Import

5. Go to Gradle -> Gradle Project and then press Next.



6. Browse to the location of the LocomotionCommotion directory and then select Build Model.



7. If the model builds successfully select the root LocomotionCommotion directory and select Finish.
8. If the model does not build successfully consult our FAQ.
9. Congratulations! You have imported the project and can now start working on it.

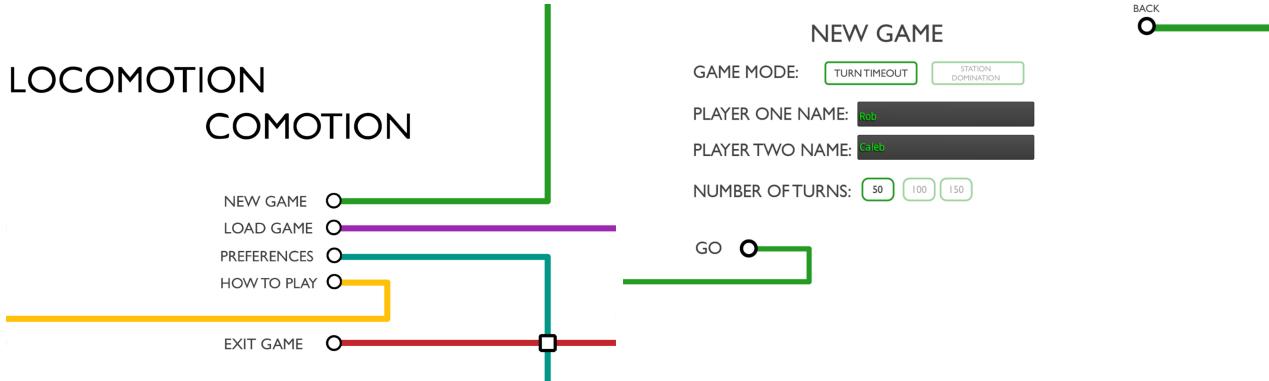
1.3.4 Running the game

First you must select LocomotionCommotion-desktop from the left hand side. Next go to Run -> Run configurations and make sure DesktopLauncher under Java Application is selected. Move to the Arguments tab and under working directory select other and enter \${workspace_loc:LocomotionCommotion-core/assets} into the box. Click “Apply” then “Run” to run the game for the first time. In future the game can be run using the run button.

2. Playing the Game

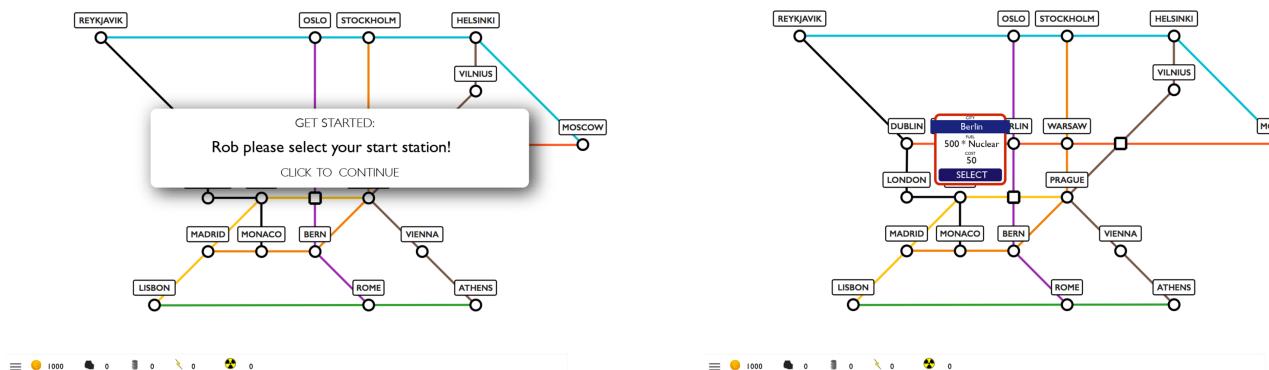
2.1 Starting the Game

Start a new game by pressing "New Game". Choose your game mode and enter player names.



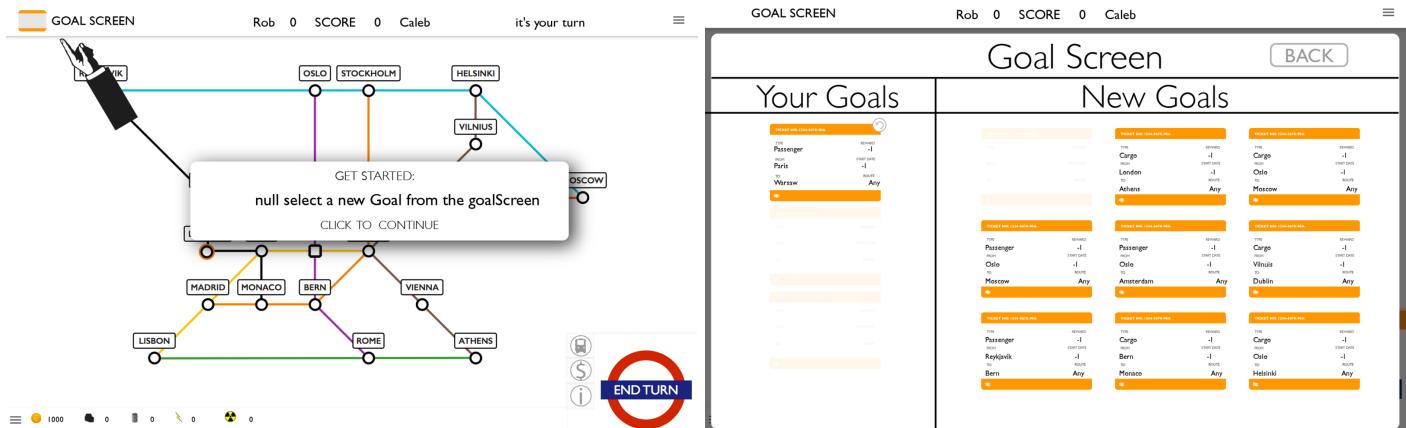
2.2 Selecting Stations

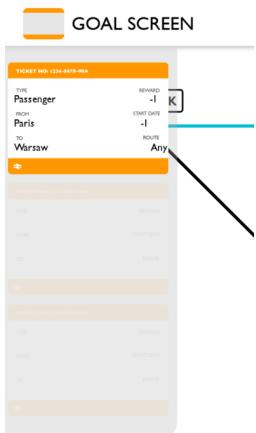
Each player is prompted to select their starting station. This is where you will receive resources from and where your train will start from. After it is selected, the station is highlighted on the map by the circle being stroked by the player's colour, one person blue, the other orange.



2.3 Selecting Goals

You are then prompted to open the goal menu to select a new goal. They then select a goal from the selection presented. The goals can be displayed by pressing on the ticket button.





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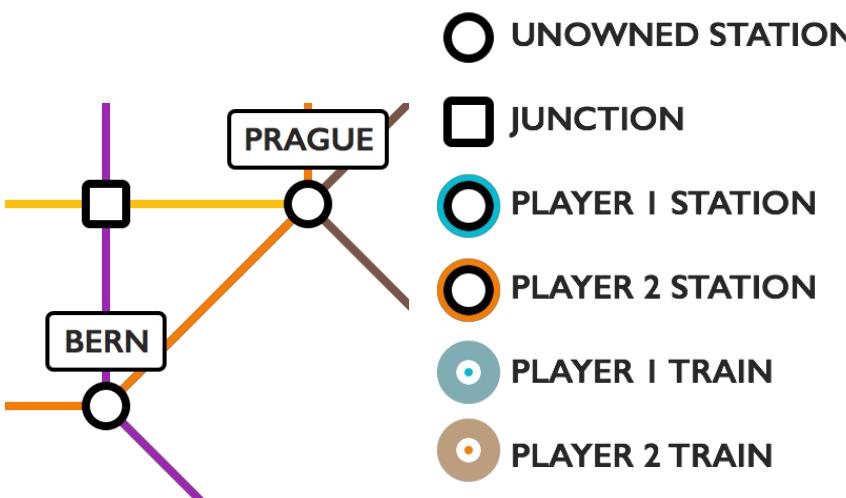
2.4 Assigning goals to train

To assign a goal to a train, press "Plan Route". You will then be prompted to select a train. After you have selected the train you can then proceed to routing it.



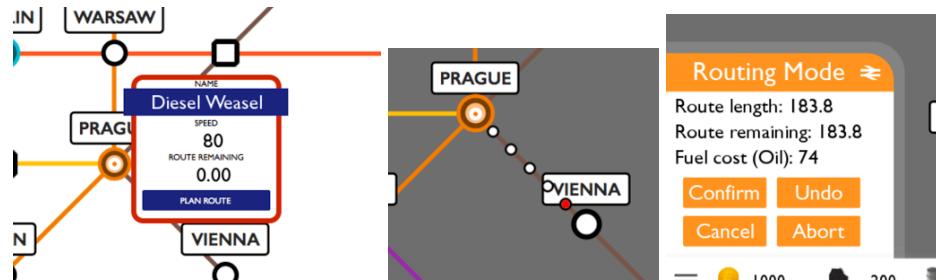
2.5 Map

The map is an abstract map in the style of a subway map, with different coloured lines. With more stations owned on one line, the more resources rewarded, with each station adding 5% to the resources generated. Unowned stations are represented by circles, and junctions by squares. When a station is owned it gains a stroke in the player's colour, blue for player 1 and orange for player 2. Trains are represented by semi transparent circles on the map, and can be selected for specifying route.



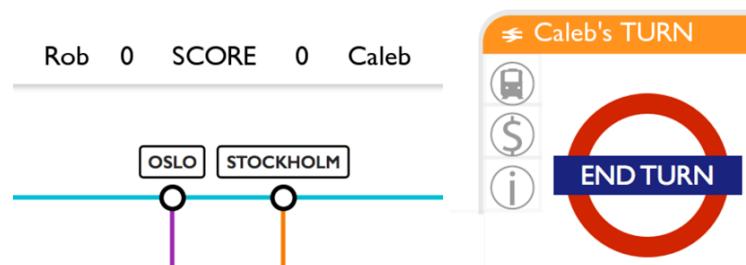
2.6 Routing Trains

You can enter routing mode by selecting a train and pressing the "Plan Route Button". You can enter the route by selecting a series of cities. The route is highlighted by dots, with the animated red dot indicating direction of movement. The route information is displayed in the bottom left hand corner. This includes total route length, how much of that route is remaining and fuel type & cost. There are also 4 button: "Confirm", "Undo", "Cancel" and "Abort". "Confirm" sets the route and exits the routing mode. "Undo" undos the last added station. "Cancel" exits the routing mode without setting a route. "Abort" cancels the route in progress, at the cost of the resources consumed.



2.7 Score and turns

Player's score is displayed on the top bar in the middle. When players have completed all the actions they wish to on their turn, they can end their turn by pressing the "End turn button found in the bottom right corner, below where the person whose turn it is is displayed.



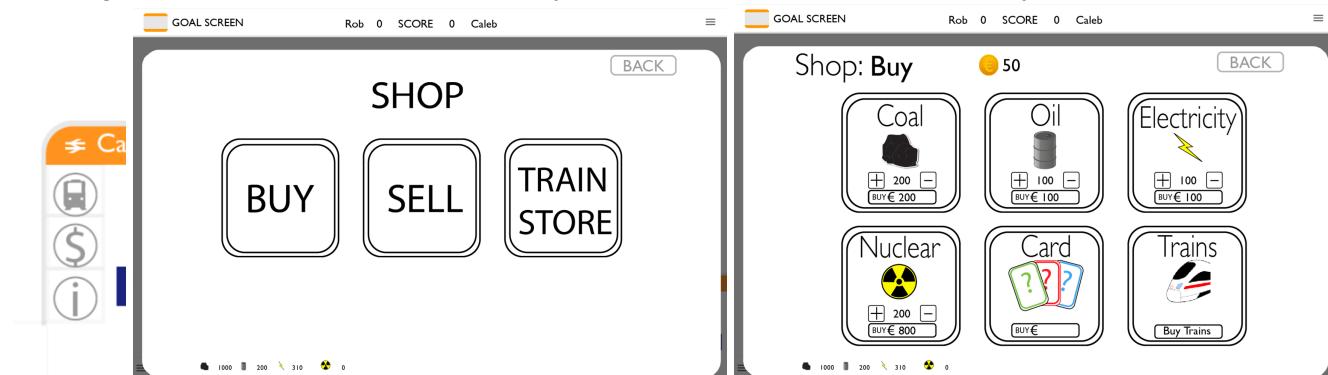
2.8 Resources and Shop

The player's current fuel, money and cards are displayed at the bottom of the main game screen:

≡ 50 200 200 310 ☢ 200 CARDS: AVAILABLE 0 SHOW CARDS



The number of resources you have left are displayed on the bottom bar, with money; coal, oil, gas, & nuclear fuels; and cards shown. The visibility of cards can be toggled with show cards button. Money is obtained as a reward and can be traded for other resources in the store. The fuels are used to allow for train movement, and you must have enough fuel before setting the route. Fuels are generated by your stations each turn and can be bought and sold in the store with money. Cards are purchasable with money.



2.9 In-game Menu

The in-game menu can be accessed by pressing the menu icon in the top right of the screen. This pauses the game and allows the you to return to return to the main menu as well as providing similar options to the main menu:

