

Trains Theft Auto: Nice City

User Manual

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1. Overview of the Game

Trains Theft Auto is a two player, turn based hotseat game in which each player aims to have a higher score than their opponent at the end of the game. Both players are tasked with planning collision free routes for their trains, while also breaking sections of rail to try and slow down their opponent. Players raise their score by earning gold, which is gained from completing goals and from selling resources. Gold can subsequently help in raising more score, through strategic buying of resources. The game ends after a chosen period of time at which point the player with the highest score wins. Clever resource management and the strategic placement of obstacles will help a player win.

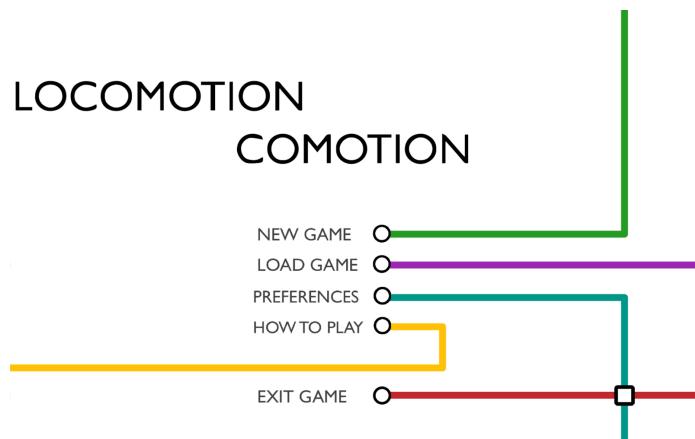
2. Quick Start Guide - Playing the Game

The quick start guide will explain all the gameplay features you need to know to play the game. Go to **Installing and Running the Game** for instructions on how to set up the game on your system.

2.1 The Start Menu

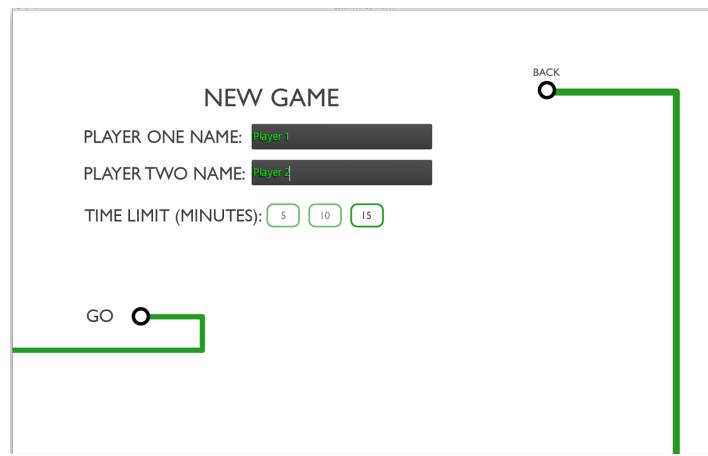
The Start Menu allows you to navigate between following screens:

1. New Game - Where you can start a new Game.
2. Load Game- Where you can load a saved Game.
3. Preferences- Where you can change the settings of the game
4. How To Play - A tutorial screen that goes through the basics.
5. Exit - Exits the game.



2.2 Starting a New Game

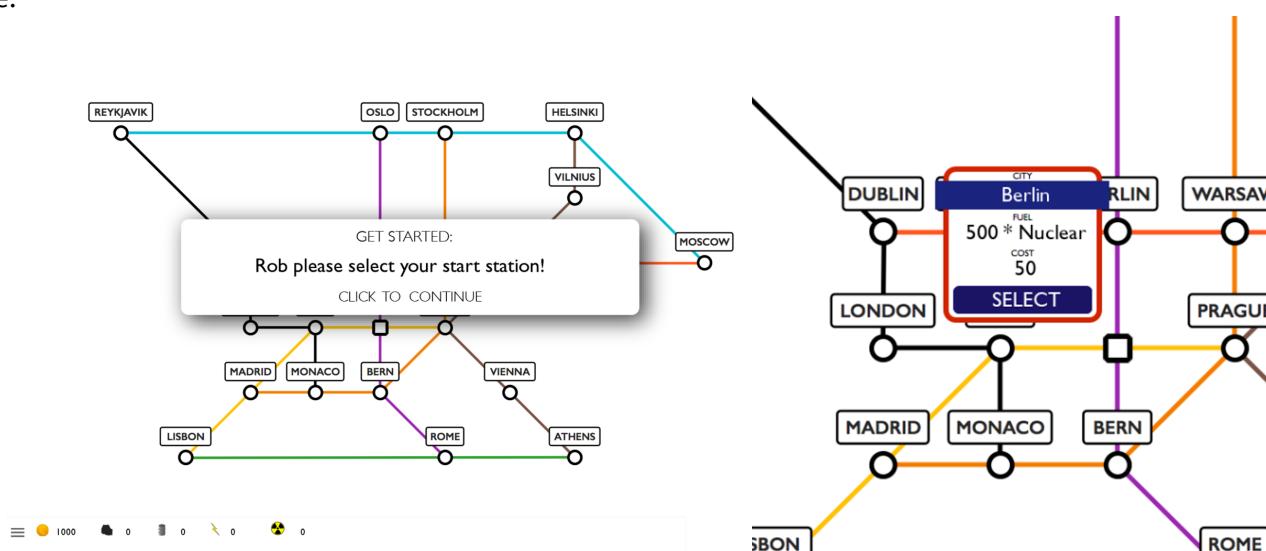
To start a new game press "New Game" at the start menu. Players can input their names or keep the default ones. Also you can choose how long the game will last. When both players are happy with the games setup settings, press GO.



When you enter the game the first thing you will see is a GET STARTED box telling you and your opponent to choose a starting station.

2.3 Selecting Stations

Each player is prompted to select their starting station. You do this by clicking on any of the symbols and you will be shown the station information box as shown in the screenshot below. Stations are where you will receive resources from and where your train will start from so it is important to pick the right one! 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.



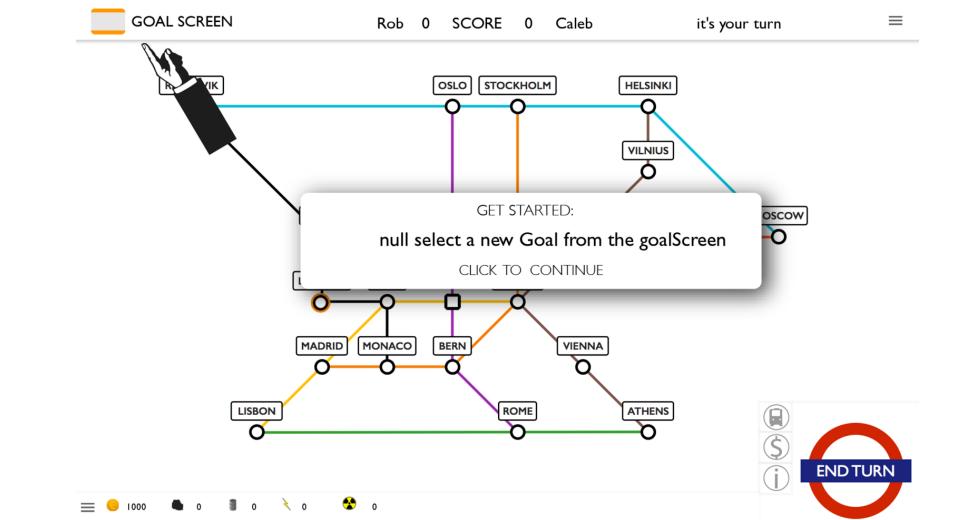
After you and your opponent pick stations the game will toss a coin and select one of you to go first. The current player will now be prompted to select their first goal.

2.4 Selecting Goals

You are then prompted to open the goal menu to select a new goal; you can do this by clicking the "GOAL SCREEN" text to access the goal menu.

Your owned goals to the left will be empty but no fear! You can have your pick of any of the nine random goals on the left just simply hover over them and click the add goal button that pops up. This will add that goal to your goals. If you make a mistake and want to put one back you can as long as you haven't left the goal screen.

You are only allowed 3 goals at one time!



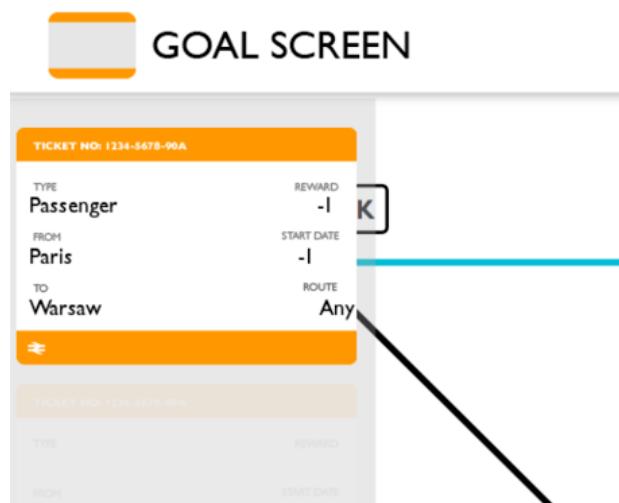
GOAL SCREEN Rob 0 SCORE 0 Caleb

Goal Screen

[BACK](#)

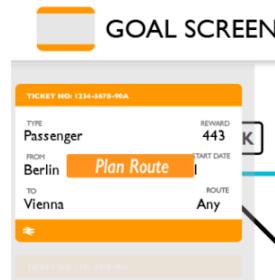
Your Goals	New Goals
TICKET NO: 1234-5678-90A TYPE: Passenger FROM: Paris TO: Warsaw REWARD: -1 START DATE: -1 ROUTE: Any	TICKET NO: 1234-5678-90A TYPE: Cargo FROM: London TO: Athens REWARD: -1 START DATE: -1 ROUTE: Any
TICKET NO: 1234-5678-90A TYPE: Passenger FROM: Oslo TO: Moscow REWARD: -1 START DATE: -1 ROUTE: Any	TICKET NO: 1234-5678-90A TYPE: Passenger FROM: Oslo TO: Amsterdam REWARD: -1 START DATE: -1 ROUTE: Any
TICKET NO: 1234-5678-90A TYPE: Passenger FROM: Reykjavik TO: Bern REWARD: -1 START DATE: -1 ROUTE: Any	TICKET NO: 1234-5678-90A TYPE: Cargo FROM: Bern TO: Monaco REWARD: -1 START DATE: -1 ROUTE: Any
TICKET NO: 1234-5678-90A TYPE: Cargo FROM: Vilnius TO: Helsinki REWARD: -1 START DATE: -1 ROUTE: Any	TICKET NO: 1234-5678-90A TYPE: Cargo FROM: Vilnius TO: Dublin REWARD: -1 START DATE: -1 ROUTE: Any

You can access your goals quickly just by clicking the ticket icon in the top left!

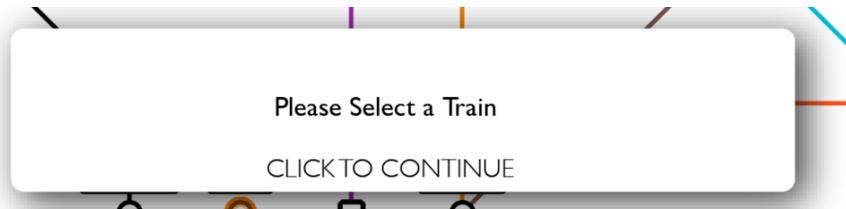


2.5 Assigning goals to train

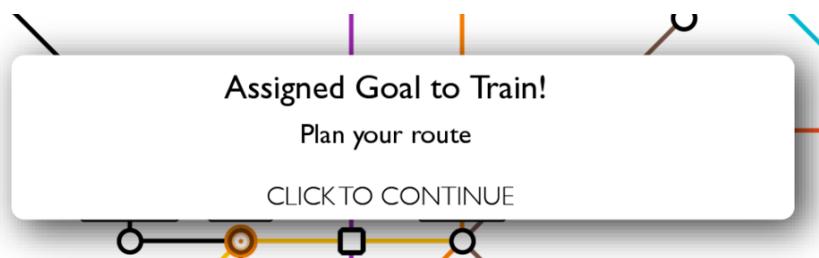
To assign a goal to a train, press “Plan Route”.



You will then be prompted to select a train.

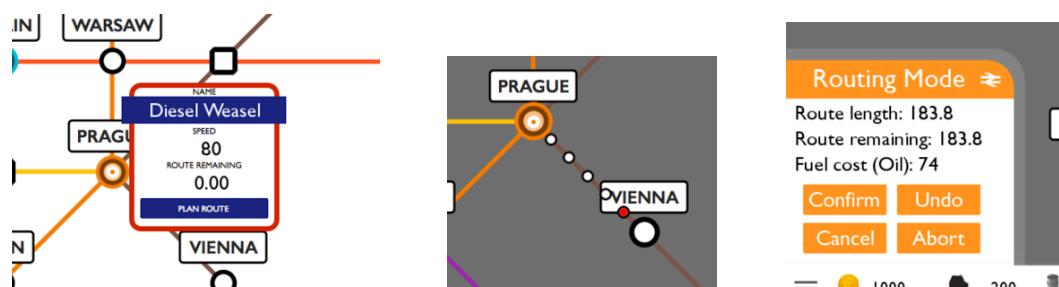


After you have selected the train you can then proceed to routing it.



2.6 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 buttons: "Confirm", "Undo", "Cancel" and "Abort". "Confirm" sets the route and exits the routing mode. "Undo" undoes 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. Trains cannot be routed along broken rails.



2.6.1 Collisions

A collision is said to have occurred when any two trains, regardless of owner, touch each other on a piece of rail, city or junction. Whenever a collision occurs both trains involved are destroyed. If the collision occurs on a piece of rail, that piece is broken along with the trains.

2.7 The Map

The map is an abstract map in the style of a subway map, with different coloured lines.

2.7.1 Trains and Stations

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.



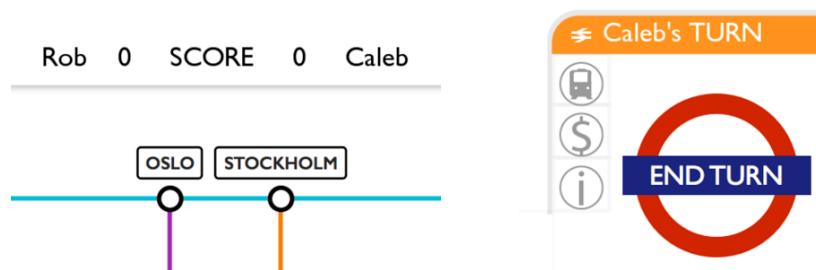
2.7.2 Broken Rail

Rail lines will break if a player uses a 'Break Rail' card or if two trains collide on a piece of rail. Broken rail is not traversable and alternative routes need to be planned to get around them. Broken rail is represented by a dashed line between cities and junctions as shown below.



2.8 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. Scores are updated at the end of each turn.



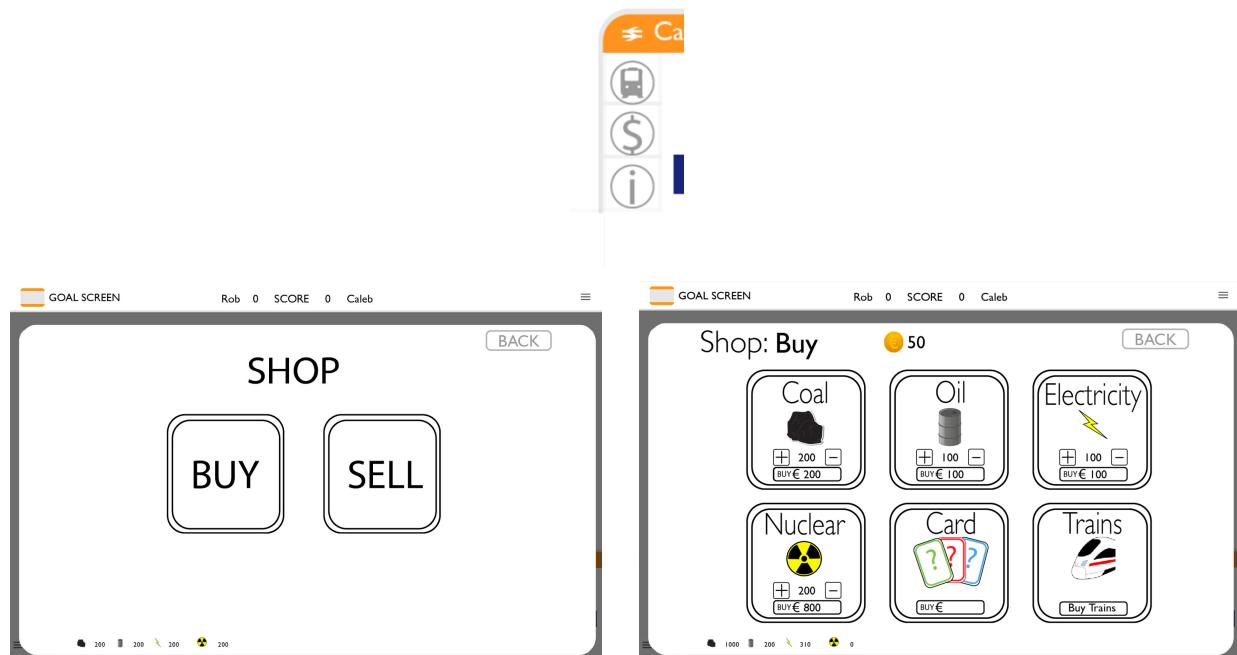
2.9 Resources and Shop

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



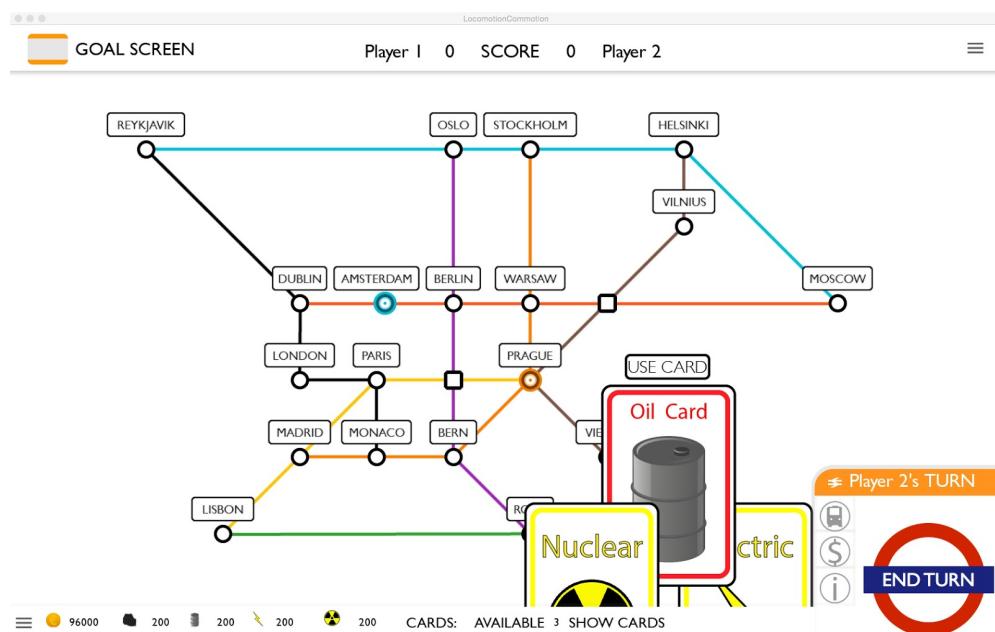
The number of resources you have left are displayed on the bottom bar, with money; coal, oil, gas, & nuclear fuels; and cards shown. Money is gained as a reward for completing goals, and can be traded for other resources in the store. The fuels are used to allow for train movement, and you must have 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 and additional trains are also purchasable with money. To access the shop press the '\$' button. The shop then has two sections: 'buy' and 'sell'. You can choose the amount of resources to buy or sell by pressing the '+' and '-' buttons. All of these buttons are shown below:



2.10 Cards

Each player can hold up to seven cards at once. To obtain cards, players must buy them from the shop. The card you get will be randomly selected and placed in your cards screen. The visibility of a player's cards can be toggled with the 'show cards' button. When the cards have been toggled on the player can then use one by selecting the card they want and then pressing the 'use card' button as shown below:

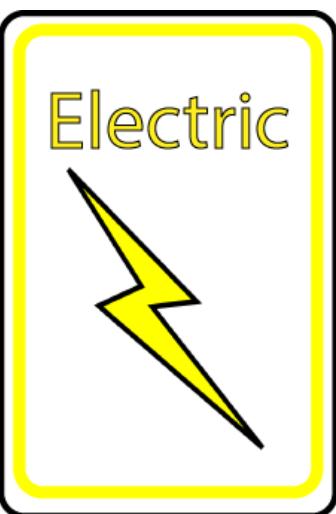


2.10.1 Card Types

There are six types of card in the game. The following section explains what each type does and how to use them.

Fuel Cards

There are four different types of fuel in the game and a card for each type. When a player uses a fuel card they are given between 1000 and 2000 units of the fuel shown.



Gold Card

When a player uses a gold card, they are given between 1000 and 2000 gold.



Teleport Card

A player can use a teleport card to instantly move one of their trains to any station. This can be used by a player to gain an advantage by moving a train to a station to begin a high rewarding train route or to instantly finish a goal.



After pressing the 'use card' button above a teleport card, the player will be prompted through the process of teleporting one of their trains.

Go Faster Stripes Card

A player can use a 'Go Faster Stripes' card to permanently increase the speed of one of their trains. Increasing the speed of a train allows it to travel further in one turn, therefore allowing goals to be completed quicker.



After pressing the 'use card' button above a 'Go Faster Stripes' card, the player is prompted through the process of making one of their trains faster.

Break Rail Card

A player can use a 'Break Rail' card to break a single rail line between two cities or between a city and a junction. A broken rail cannot be traversed by any train and so this card should be used to try and slow your opponent down in their aim of completing a goal. You can only break a piece of rail which has no trains on it.



After pressing the ‘use card’ button above a ‘Break Rail’ card, the player will be prompted through the process of breaking a piece of rail. A piece of track cannot be broken while a train is traversing it.

Fix Rail Card

A player can use a ‘Fix Rail’ card to repair a single, broken, rail line between two cities or between a city and a junction. The card should be used to aid in getting your train to a goal city as quickly as possible by repairing broken rails en route to this goal.



After pressing the ‘use card’ button above a ‘Fix Rail’ card, the player will be prompted through the process of fixing a piece of rail.

2.11 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 allowing you to navigate to the main menu, settings and save game screens, while also providing the function of resuming the game. The ‘menu icon’ is shown below along with the pause screen:



2.12 Scoring and Winning

Each player starts the game with zero points and their score is displayed on the bar at the top of the game screen. Players gain points from earning gold, which can be done by selling resources or by completing goals. The game will end when the timer reaches zero. The game may end before the timer runs out if a player has no trains and not enough gold to buy another. In either case the winner of the game is the player with the highest score when the game ends. If both players have the same score then the result of the game is a tie.

3. Installing and Running the Game

3.1 Downloading the game

3.1.1 Downloading the packaged game

You can download the game pre-packaged from: <https://github.com/sepr-gva/LocomotionCommotion>

3.1.2 Downloading the source

Clone the repository <https://github.com/sepr-gva/LocomotionCommotion> into a directory.

3.2 Running the packaged game

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

3.3 Running the game from source

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

3.3.1 Installing Eclipse

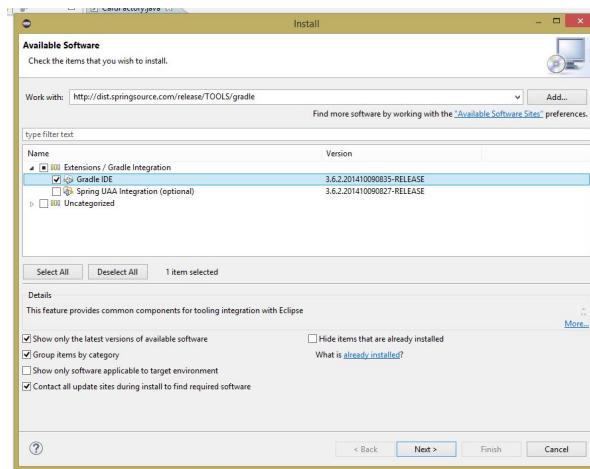
To download Eclipse 4.4 go to their downloads page [here](#) and download the appropriate files for your machine under the "Eclipse IDE for Java Developers" section. Even if you have a version of Eclipse you are best off downloading the latest update for everything to run smoothly.

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

3.3.2 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.

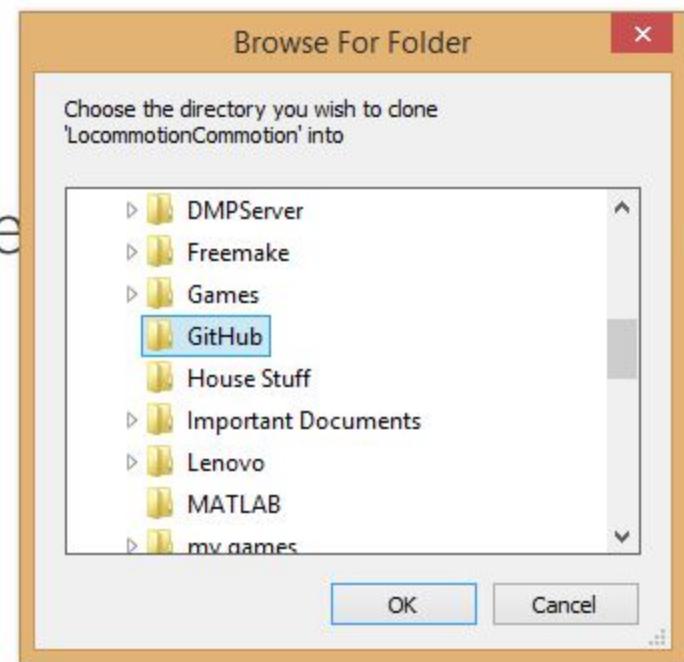


3.3.3 Importing Project

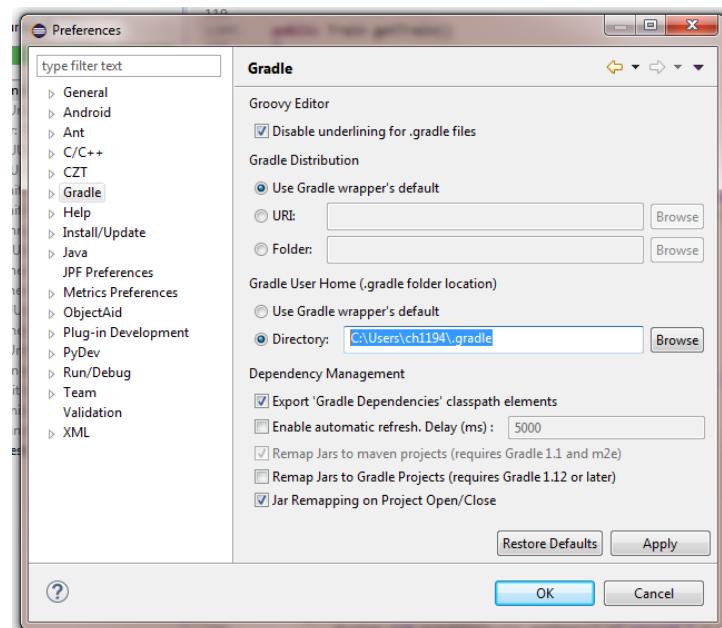
Finally you are all set up to import the latest version of the project. To do this we will use the GitHub desktop client which can be downloaded for [Windows](#) or [Mac](#) if you are using Linux you will have to use traditional Git commands as described [here](#). You will also need to login with the 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 go to the Trains Theft [homepage](#) and select Clone in Desktop on the right hand side and allow it to launch the application. This will create a clone of the repository. Email Callum Hewitt at `ch1194@york.ac.uk` if you are having difficulty making changes.

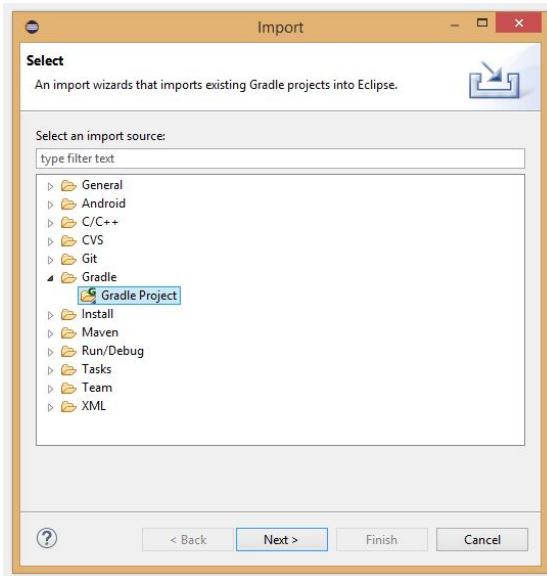
2. You will then have the option to specify a directory to store the clone in. DO NOT clone into the same directory you are using as your Eclipse workspace, this causes problems when importing the project later.



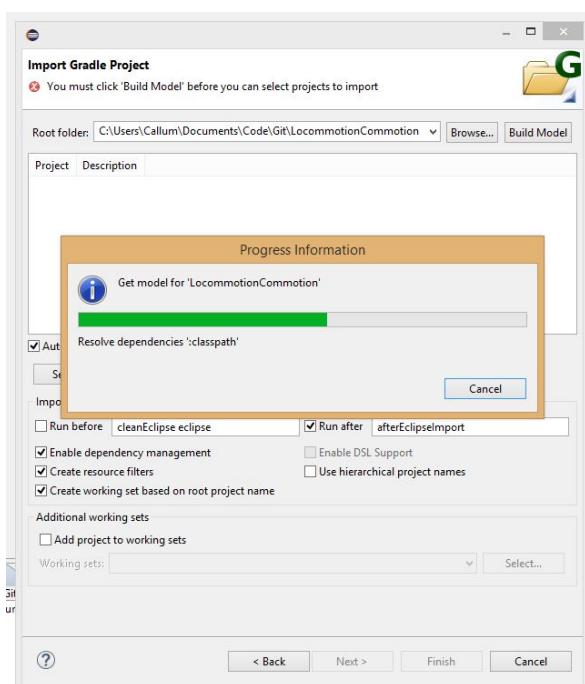
3. Wait for the GitHub client to finish cloning the repository and then open Eclipse.
4. If you are using the Computer Science machines you will need to set the .gradle directory. First find the existing .gradle directory and delete it. It will normally be in your H:\ drive (assuming Windows). Then you will need to go to Windows -> Preferences -> Gradle and change Gradle User Home to C:\Users\yourusername.gradle.



5. In Eclipse go to File -> Import

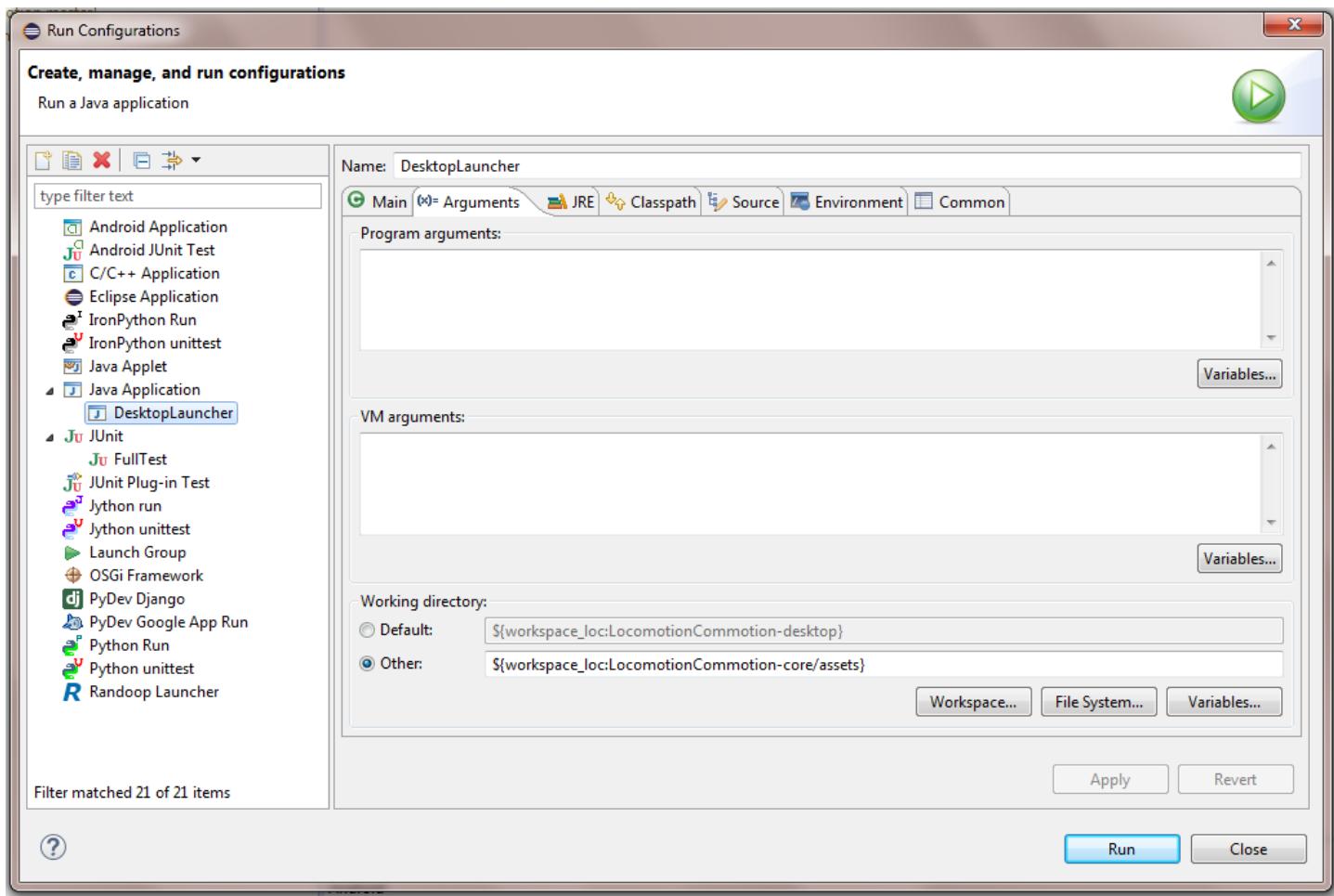


6. Go to Gradle -> Gradle Project and then press Next.
7. Browse to the location of the LocomotionCommotion directory and then select Build Model.



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

To run the project you will need to use LocomotionCommotion-desktop. Right click the project in the Package Explorer -> Run As -> Java Application. Then select DesktopLauncher. If this run does not work then you will most likely need to change the run configuration's working environment. Go to Run -> Run Configurations... then select DesktopLauncher and pick the arguments tab. Now select workspace and find LocomotionCommotion-core/assets.



Now select Run. This will run the project and the DesktopLauncher option should now appear in the drop down next to the Run button in the Eclipse hot-bar.

3.3.4 Project Structure

The project has 3 folders in the Package Explorer.

- LocomotionCommotion
- LocomotionCommotion-core
- LocomotionCommotion-desktop

The core project is where the vast majority of the code goes. This builds first and is central to the desktop project.