Structured Programming
Assignment 2 - Metro Game

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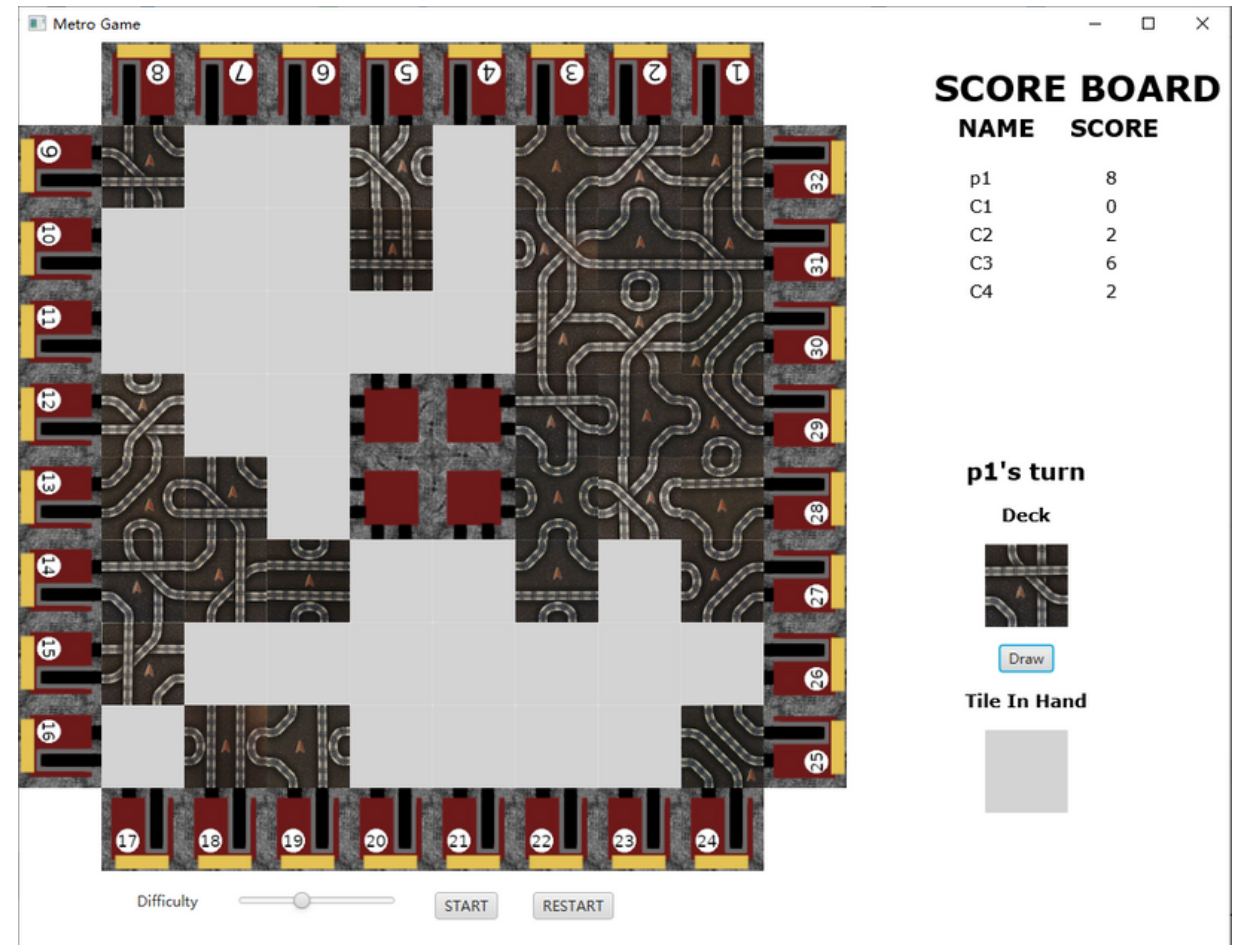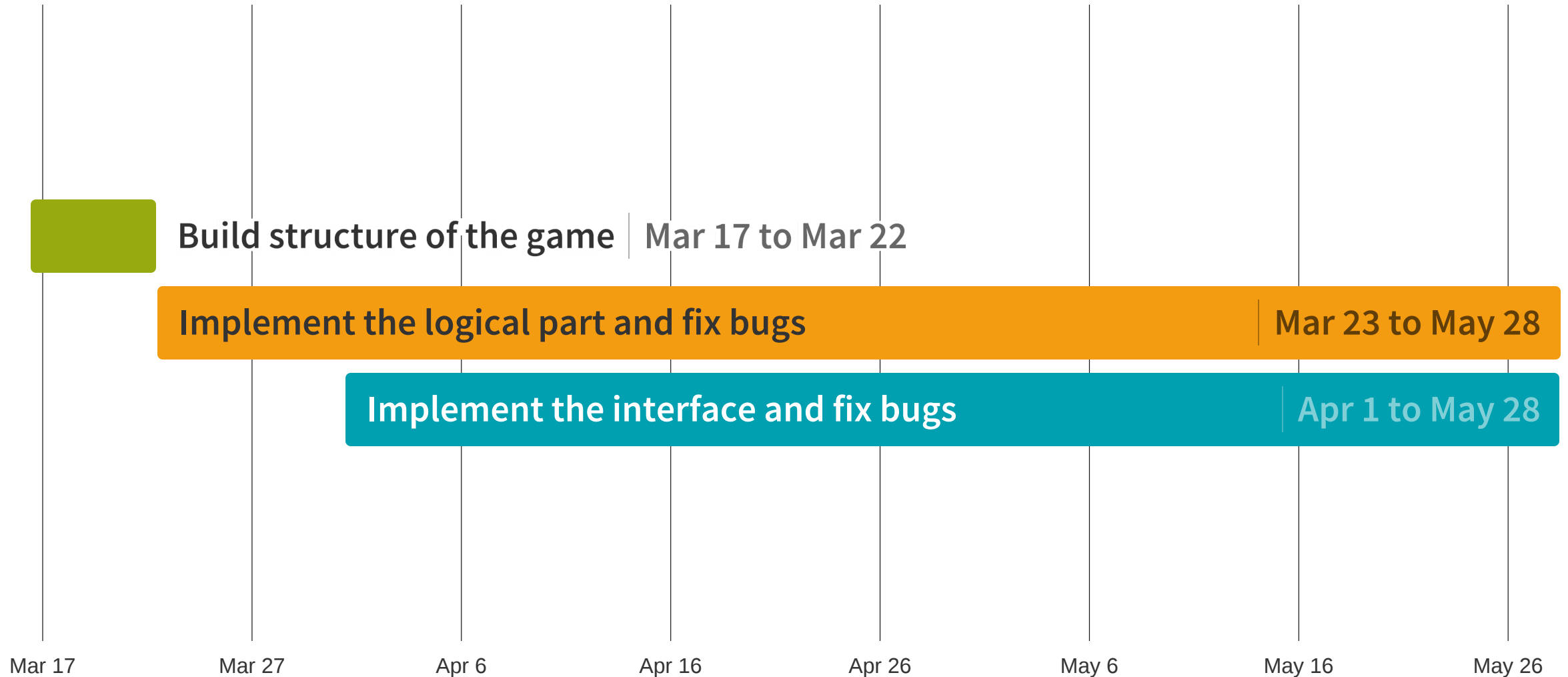
Team members

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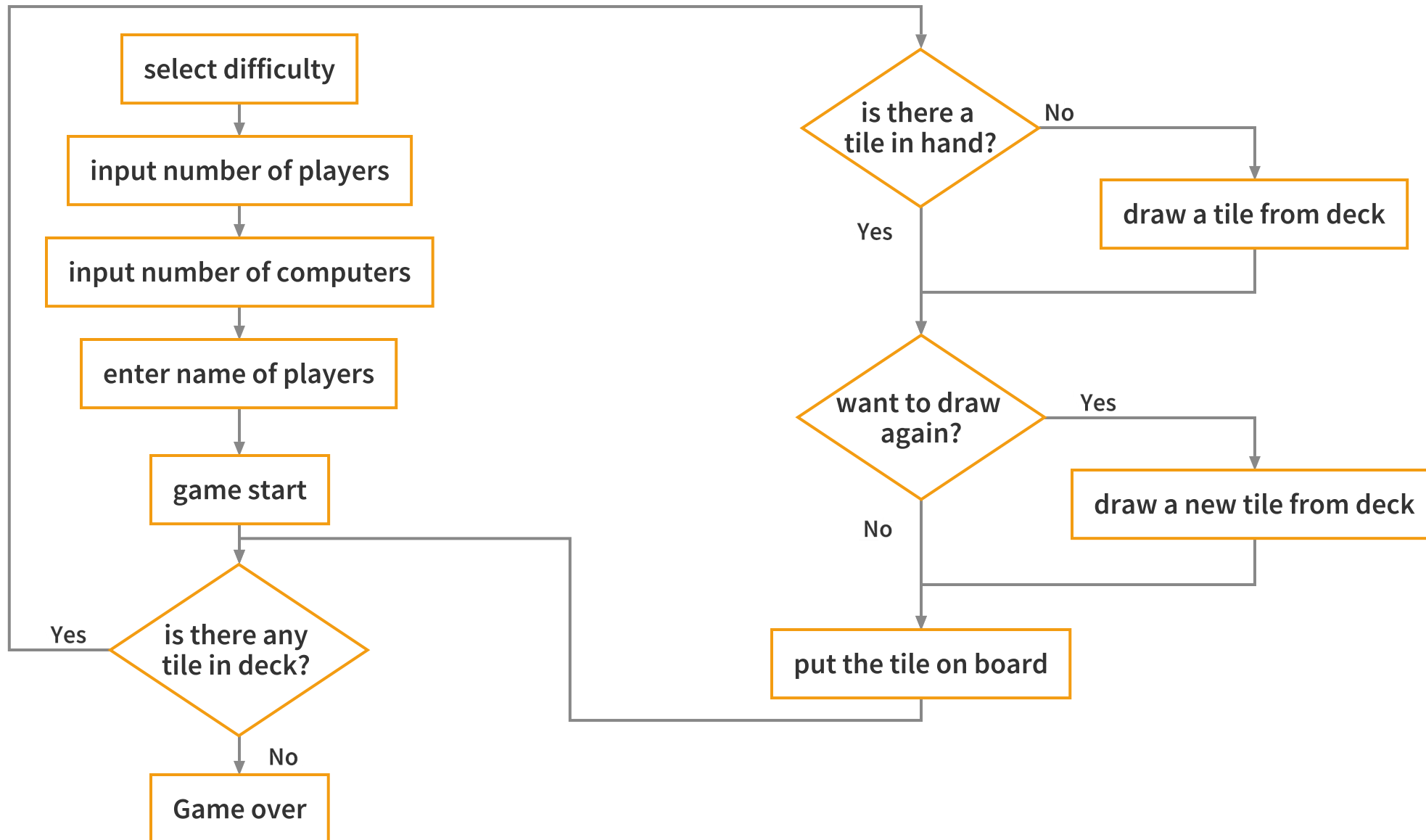
Runkai Huang

Summary of our work

We implemented the Metro game according to the requirements of the assignment, successfully using JavaFX to implement a playable graphical version of the game in a 1024x768 window and this game can be played against computer opponents.

Process of the Assignment

Build structure of the game | Mar 17 to Mar 22

Implement the logical part and fix bugs | Mar 23 to May 28

Implement the interface and fix bugs | Apr 1 to May 28

Mar 17   Mar 27   Apr 6   Apr 16   Apr 26   May 6   May 16   May 26

How to play this game

select difficulty

input number of players

input number of computers

enter name of players

game start

is there any tile in deck?

Yes

No

Game over

is there a tile in hand?

No

Yes

draw a tile from deck

want to draw again?

Yes

No

draw a new tile from deck

put the tile on board

Problems we met

- **Verifying whether a given sequence follows the rules of the game**

- **Finding the path given the board state**

- **Getting path transition working sequentially in the Gui**

- **Adjust the layout of components in the Gui**

Game Demo

Thank you

Q&A time