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Instructions for Pontoon Game

Files in the Project:

- PontoonGameMain.java
- GridSquare.java
- PontoonGameGUI.java

How to Compile (in Console/Terminal):

- Navigate to the folder the files are submitted
- Right click on the folder and select New Terminal at Folder
- Compile all files at once by typing:
 - javac *.java
- This will also generate a class file for each of the Java file

How to Run the Game:

- After compilations, still on the Terminal, Type: **java PotoonGameMain**
- The game window will Open.

How to Play:

1. The Goal of the Game is to Keep the total below 22
2. When the program opens, you will see a "New Game" button, an instruction label,
3. and a 5x5 grid of squares (initially blank).
4. Click "New Game" to Start. Each square will be assigned a random value between 1 and 5.
5. One player is randomly chosen to start. The message at the top will tell you whose turn it is.
6. Players take turns clicking squares. The number in the square is added to the total.
 - Player 1's selections will turn BLUE.
 - Player 2's selections will turn YELLOW.
 - Each square can only be used once.
7. The total is always shown in the message at the top.
8. If the total goes above 21, the player who caused it loses and the other player wins.
9. At any time, you can click "New Game" to reset the board and start again.
10. To quit, close the window with the (X) button.