



Java Game Suite User Guide

August 2021

REVISION HISTORY

Version	Date	Comments	Author
1	31 August 2021	First version of user guide created	Oyewole
2	4 September 2021	Added snake instructions	Oyewole
3	4 September 2021	Added slider puzzle instructions	Jeff
4	5 September 2021	Added word search instructions	Sherry
5	5 September 2021	Added Sudoku instructions	Janee'
6	5 September 2021	Added Maze gameplay guide	Wayne
7	5 September 2021	Combined and formatted individual game instructions into a unified document	Sherry
8	6 September 2021	Changed and unified fonts and numbering. Fixed copy issues for Sudoku and Slider puzzle puzzles. Added page numbers in table of contents for games. Grammar/spelling edits.	Sherry
9	6 September 2021	Checked document for errors	Oyewole, Sherry, Wayne, Janee', Jeff

TABLE OF CONTENTS

I.	Introduction.....	3
II.	System Requirements.....	3
III.	Installation.....	4
IV.	Operation.....	4
	A. Maze.....	4
	B. Snakes.....	6
	C. Sudoku.....	8
	D. Word search.....	12
	E. Slider	15
	F. About.....	20



Introduction

1. The Java Game Suite program is a simple GUI-based application that provides entertainment to users by allowing them to play several simple single player computer games. The user will be presented with an interface that indicates the available games: a maze, snakes, Sudoku, word search, and a slider puzzle. The user will be able to select a game from the suite and launch it from that interface.



System Requirements

Java Game Suite Minimum System Requirements:

1. **Operating System:** Mac, PC, or Linux
2. **Memory:** Minimum of 128 MB RAM
3. **Processor:** Pentium 266 MHz processor or faster
4. Latest version of Java compatible with your OS. ([Link](#))



Installation

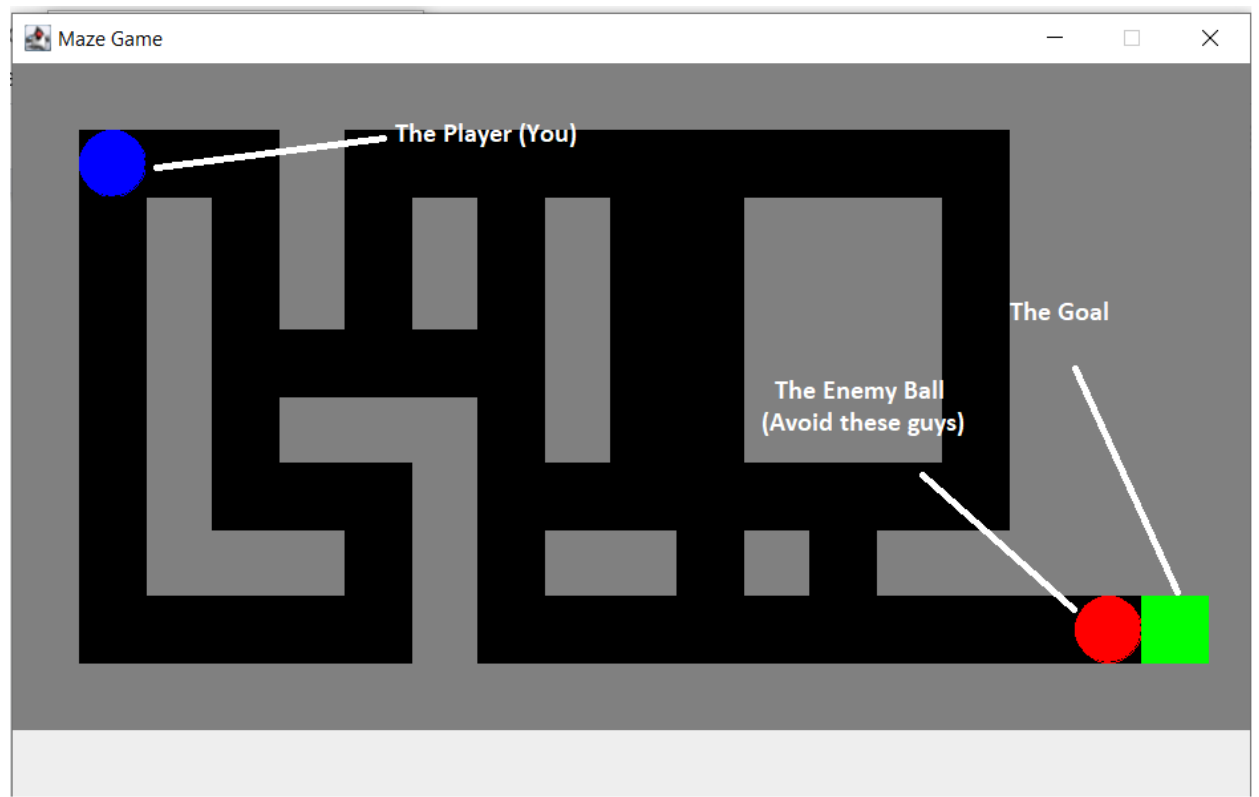
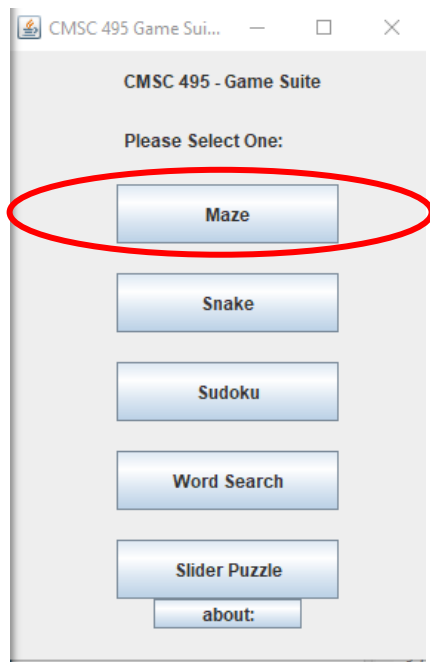
1. Source code can be downloaded from the following link: [Java Game Suite](#)
2. Navigate to the saved destination of the code and extract the zip file contents.
3. Navigate into the /disk directory and double click on the Main executable File to run the program.



Operation

1. Maze

- A. Select “Maze” from the menu to launch the game.



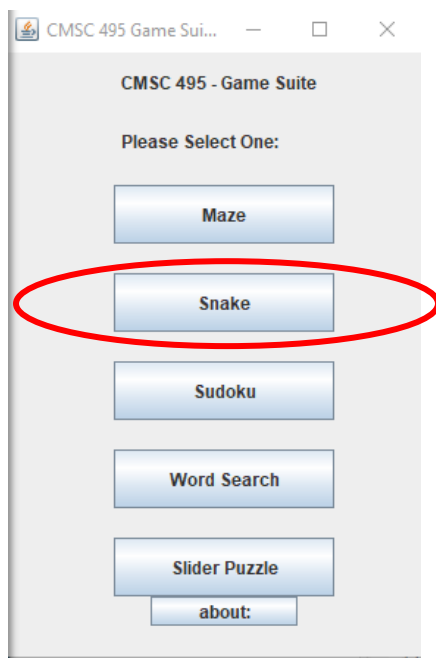
Note: Game is still being coded. The final product will vary from this instance.

The goal of each level is to help the player (the blue dot) to the exit (the green block) while evading the baddies (the red dots). You have an unlimited number of lives but your final standings will take the number of deaths into consideration so make sure you avoid death as much as possible. You control the player with the arrow keys. Alternatively, you can also use W, A, S, D as both will work. If you are hit by any enemy, the maze level starts again and you will have gained a death point. The score at the end is based on how much time it takes to complete the mazes and the number of deaths the player has received.

GOOD LUCK!

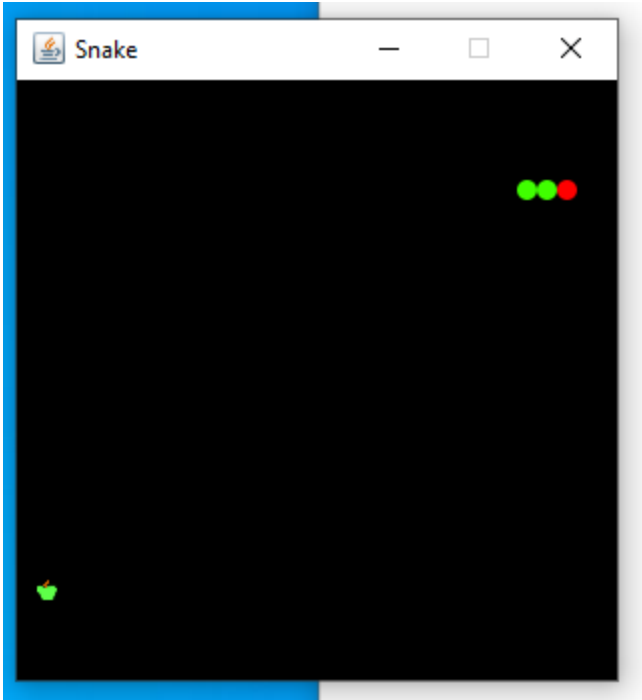
2. Snake

A. Select “Snake” from the menu to launch the game.

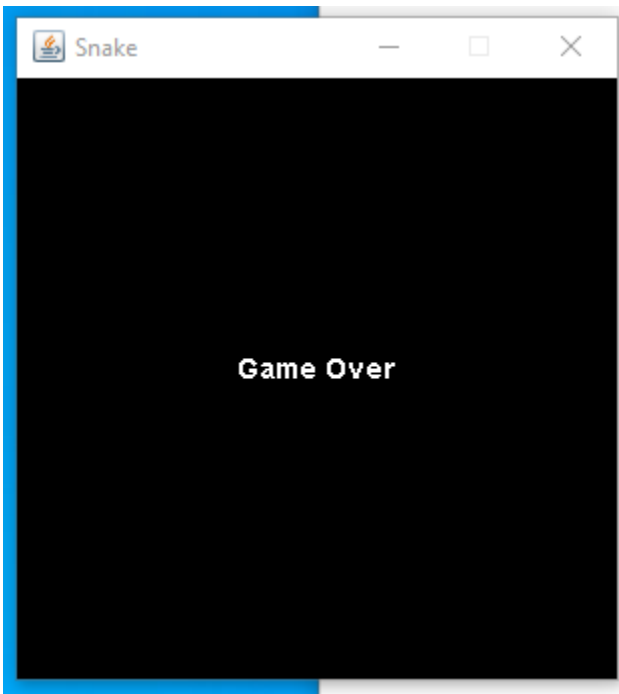


B. The game starts immediately:

- The user will maneuver the snake to eat the apples
- The user maneuvers the snake using the following keys on their keyboard (←, ↑, →, ↓).

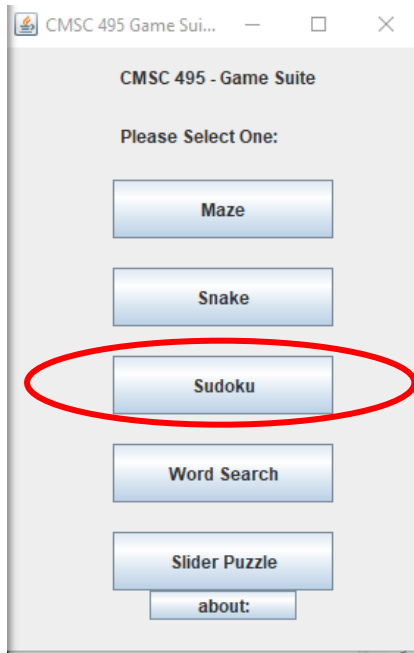


- C. The game will end when the snake consumes itself.
- Game will need to be relaunched to play again.



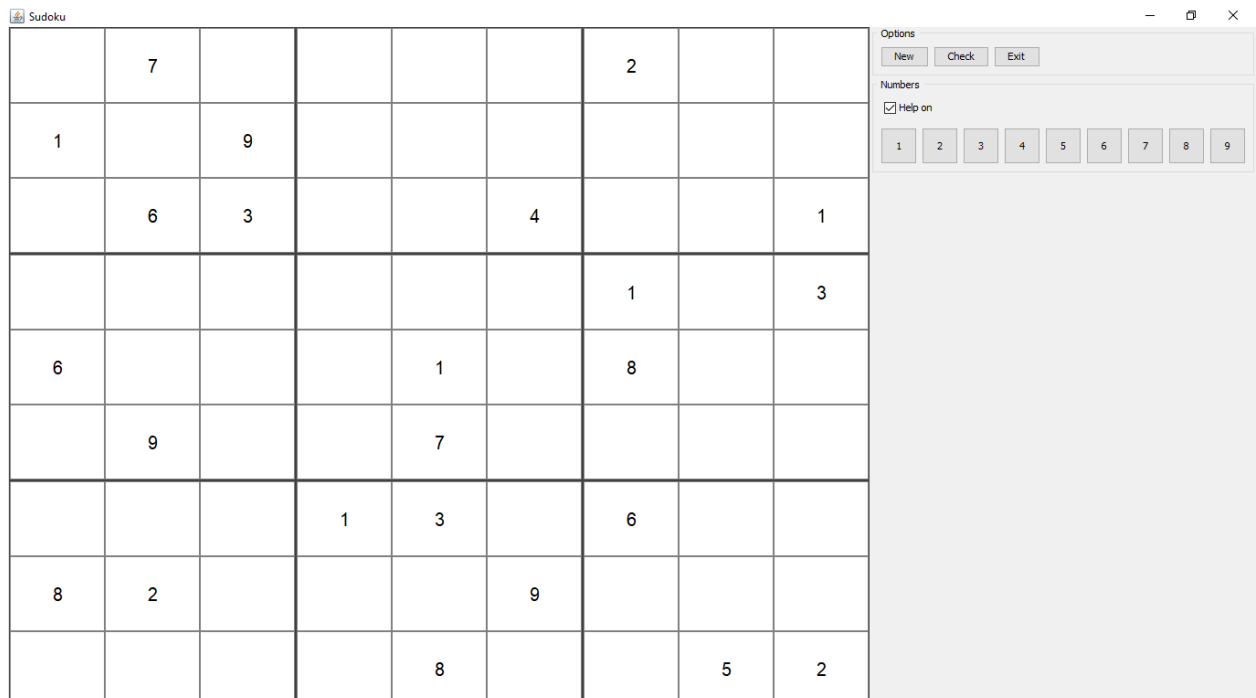
3. Sudoku

A. Select “Sudoku” from the menu to launch the game.

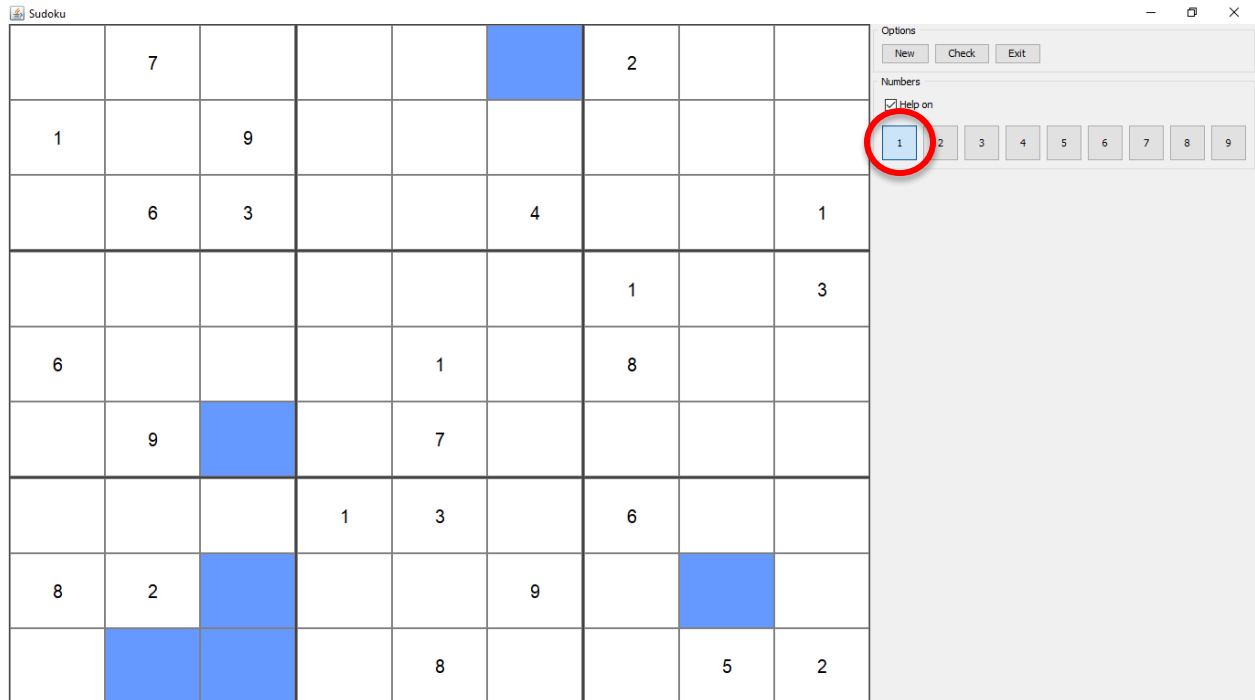


B. The game will open for the user to play:

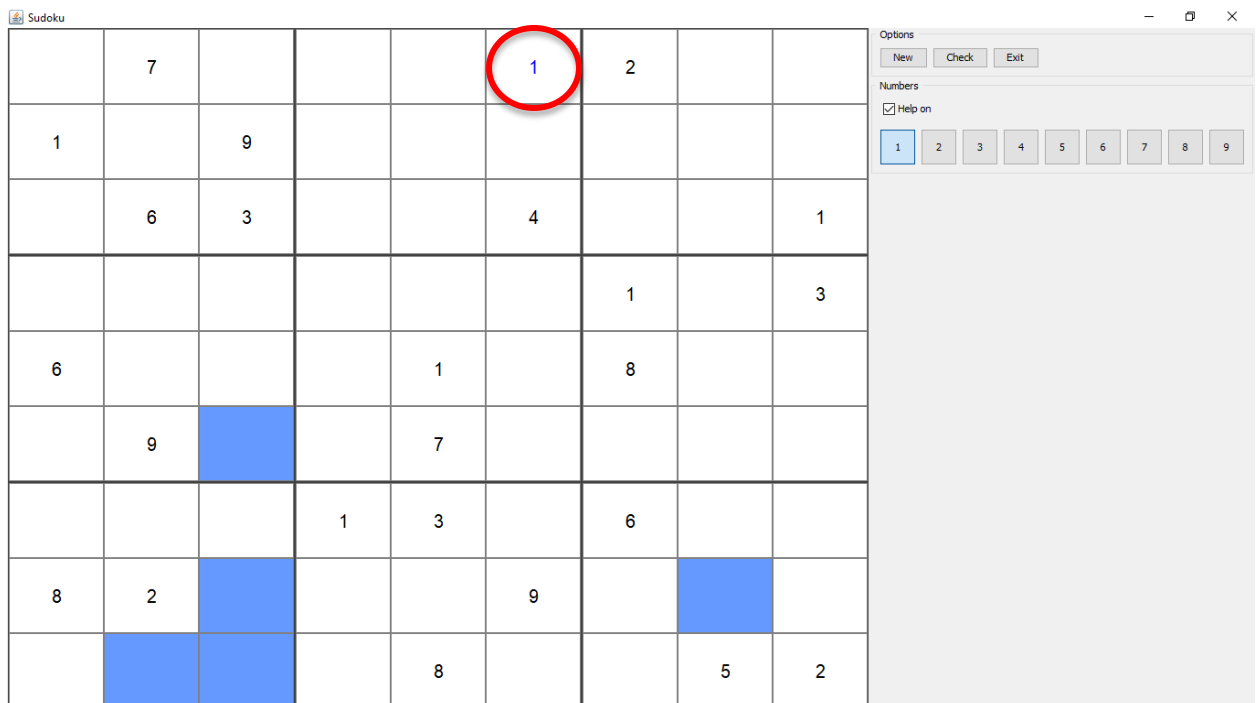
- 3 options will be displayed to the user: “New” “Check” “Exit”
- New: will allow user to select a new game
- Check: will allow user to check answers
- Exit: will allow user to exit the game



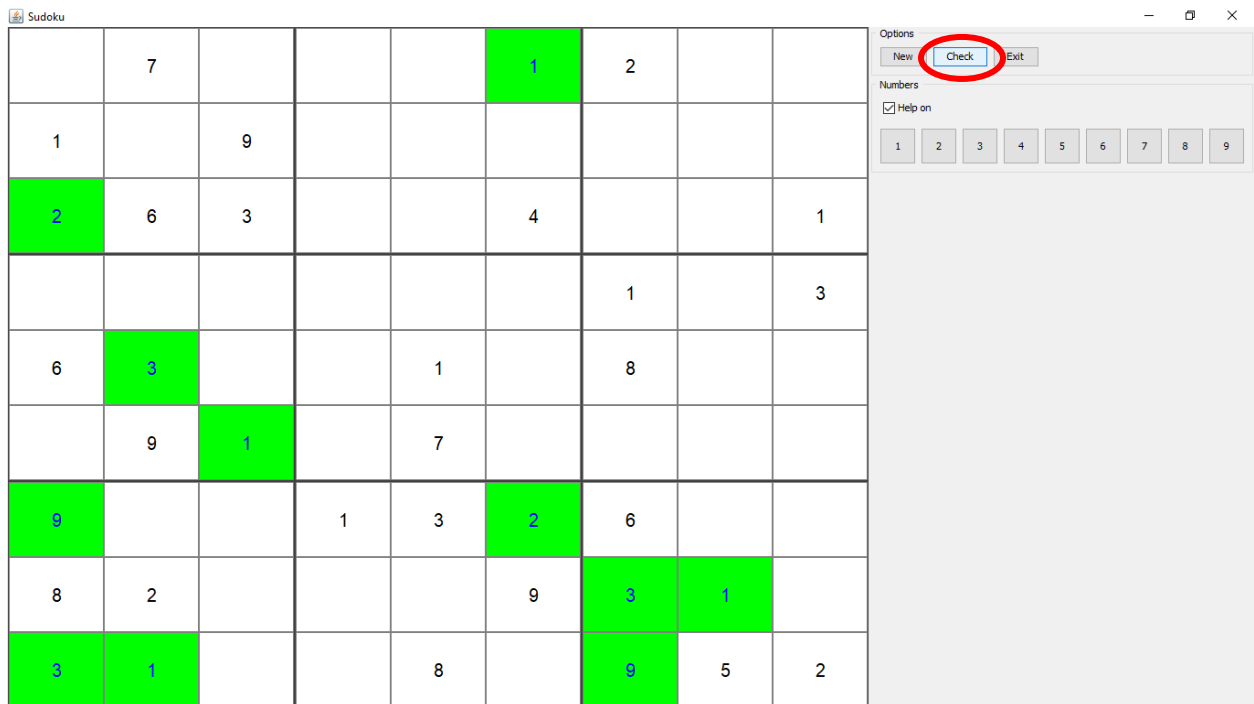
- C. User will select a number i.e. “1”. All the locations where a 1 can go will be displayed in blue. The user will be able to click on the box that they want the 1 to go. The blue display is annotated by the “Help on” check box. User will be able to turn this on or off depending on if they want the help. User will proceed with each number with the same concept.



- D. Once number is entered by user the blue display boxes will go away and that number has been entered.



- E. User will be able to click the check button to see their progress and check the location of the numbers that were entered on the board.

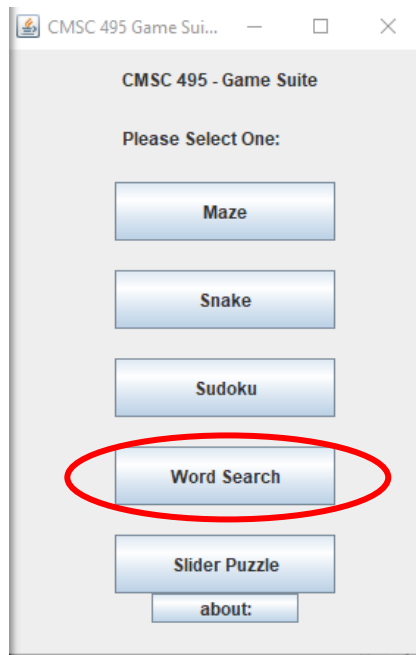


- F. This shows that the user has completed the game. To start a new game user can click on the “New” button for another board to be displayed. To exit the game user will click “Exit” and the game will terminate.



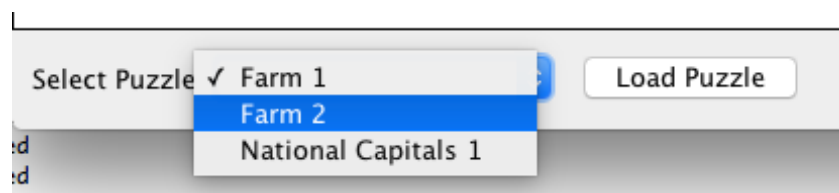
4. Word search

A. Select “Word Search” from the menu to launch the game.

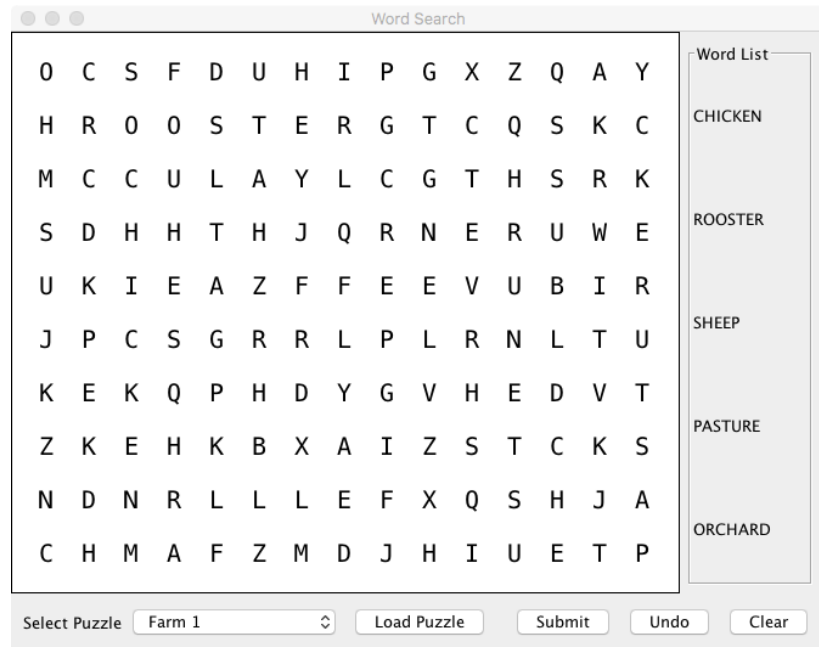


B. To start a new game select a puzzle from the drop down list labeled “Select Puzzle.”

Puzzles are named by a theme followed by a game number (ex. Animals 1). Then click on the “Load Puzzle” button.



C. Search for the words in the list labeled “Word List” to the right of the screen in the grid of letters at the top of the screen. Words can appear backwards, forwards, vertically, horizontally, and on diagonals.



D. Highlight found words by clicking and dragging the mouse across the letters of the word.

Valid highlights must intersect the center of each letter in a continuous line. Additionally highlighted letters are invalid.

Valid highlight:

I R O O S T E R G

Invalid highlight:

I R O O S T E R G T
I C C U L A Y L C G

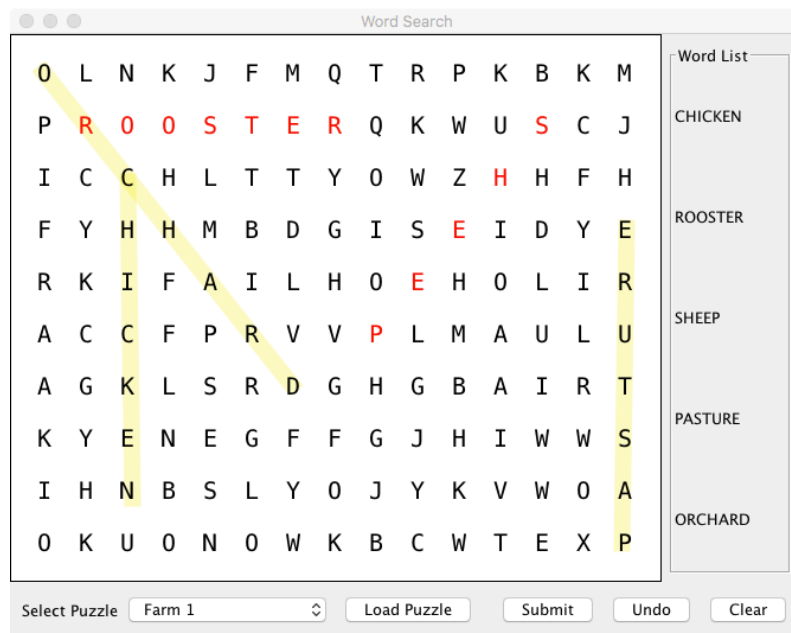
E. Click the “Clear” button to clear the grid of all highlights.

F. Click “Undo” button to undo the last highlight on the grid.

G. To optionally cross off words from the list as they are found click on the word in the list.

To undo the line through the word click the word again.

H. To submit the puzzle and see the solution click the “Submit” button. All unfound words in the puzzle will appear in red font.

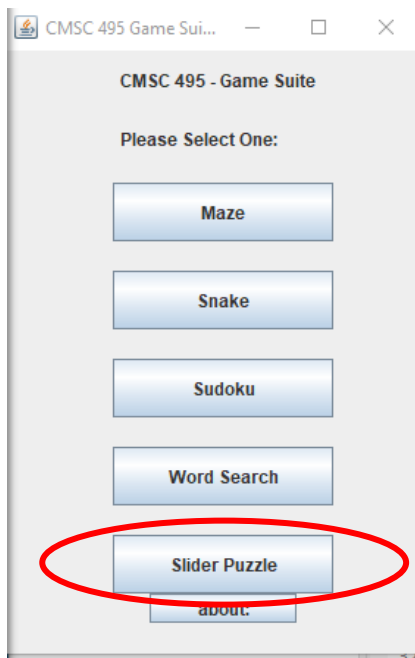


A message will appear informing the user how many words were correctly identified.

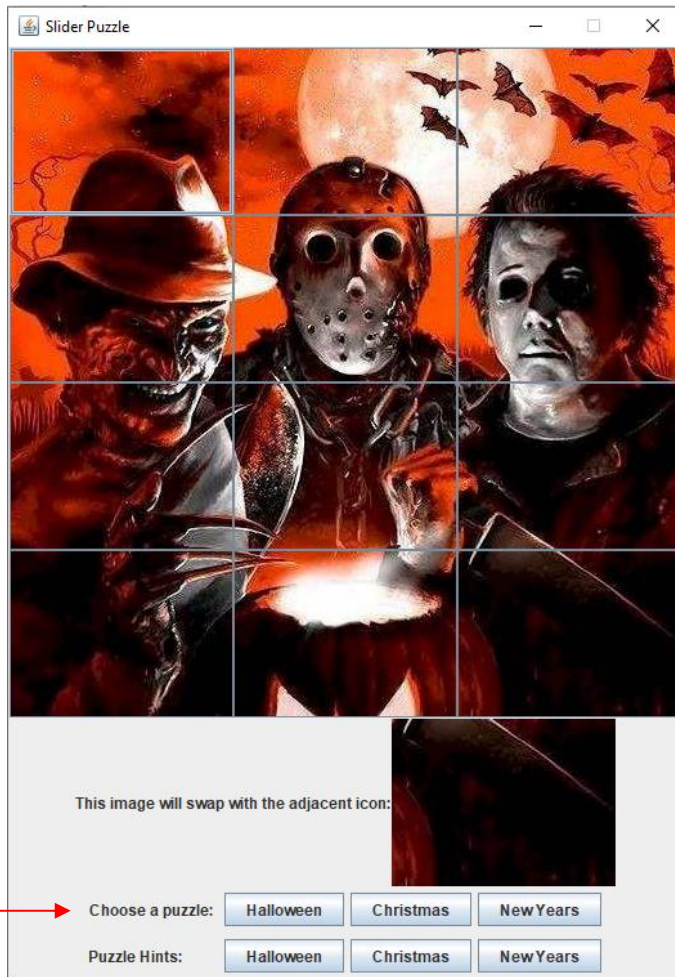
I. Start a new game at any time by following the instructions in Step A.

5. Slider Puzzle

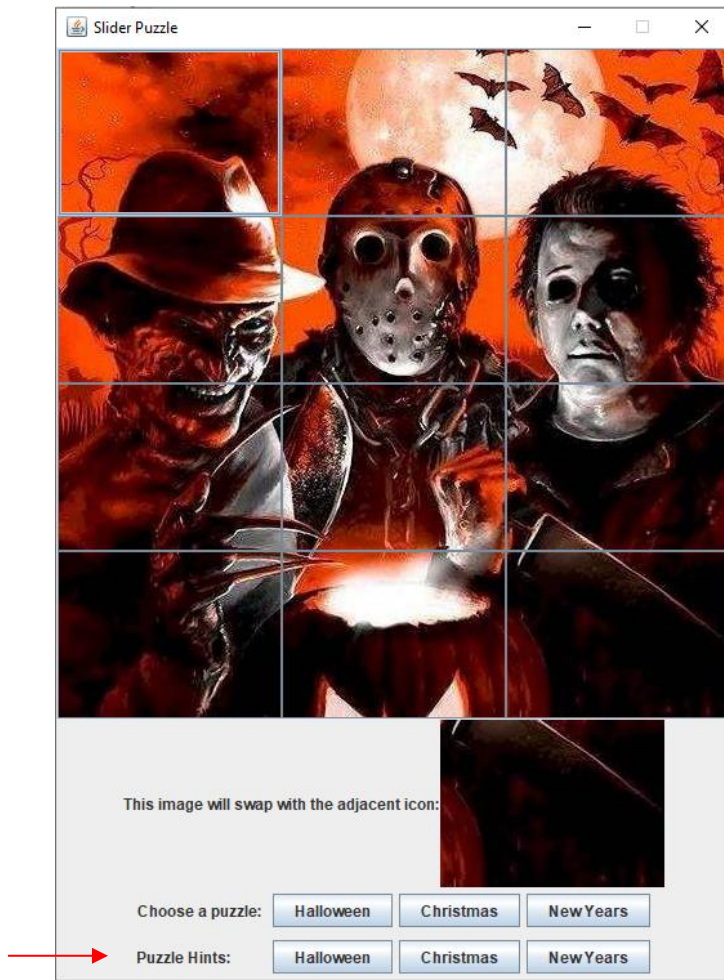
A. Select “Slider Puzzle” from the menu to launch the game.



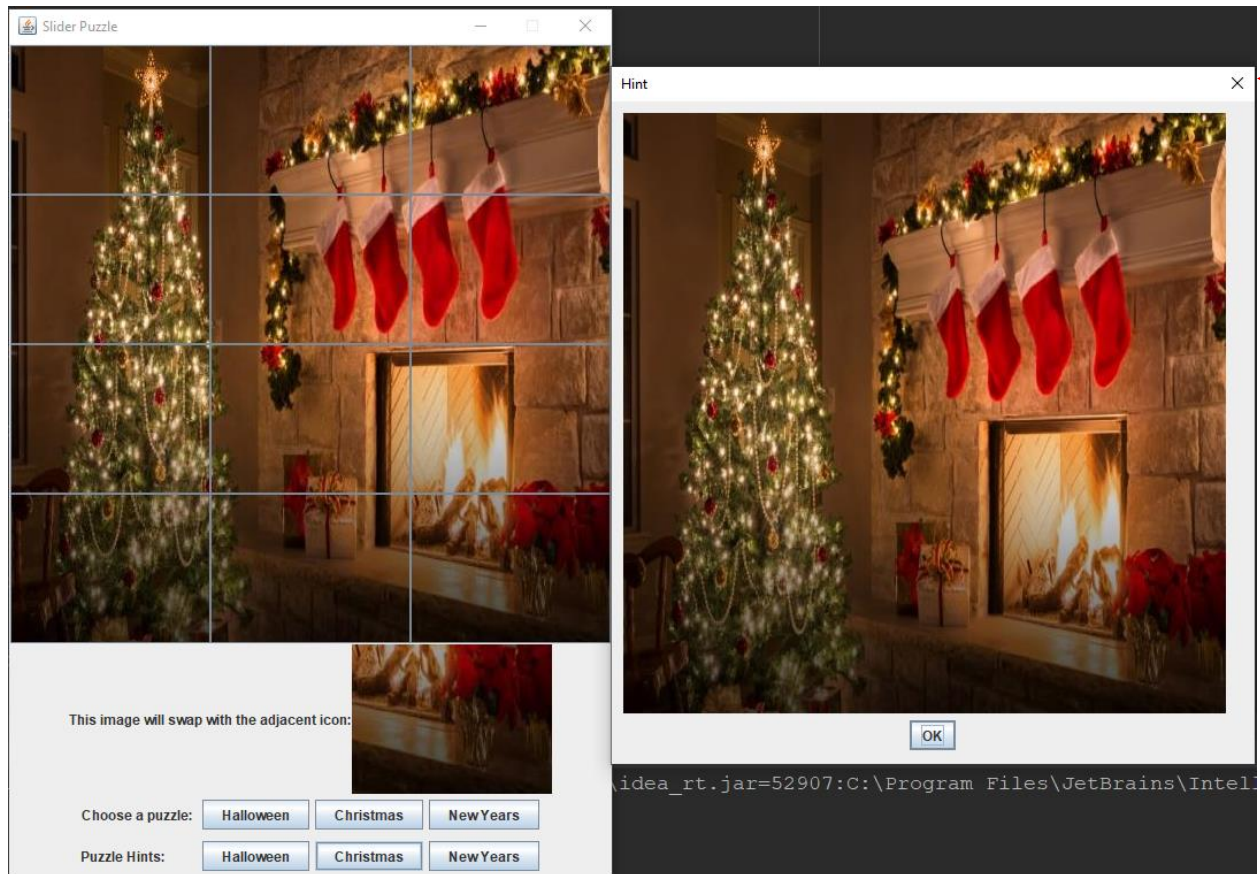
B. Select a new puzzle from the “Choose a puzzle” section of the Slider Puzzle menu.



C. Select a puzzle hint, in the “Puzzle Hints” section, to preview the completed puzzle image.



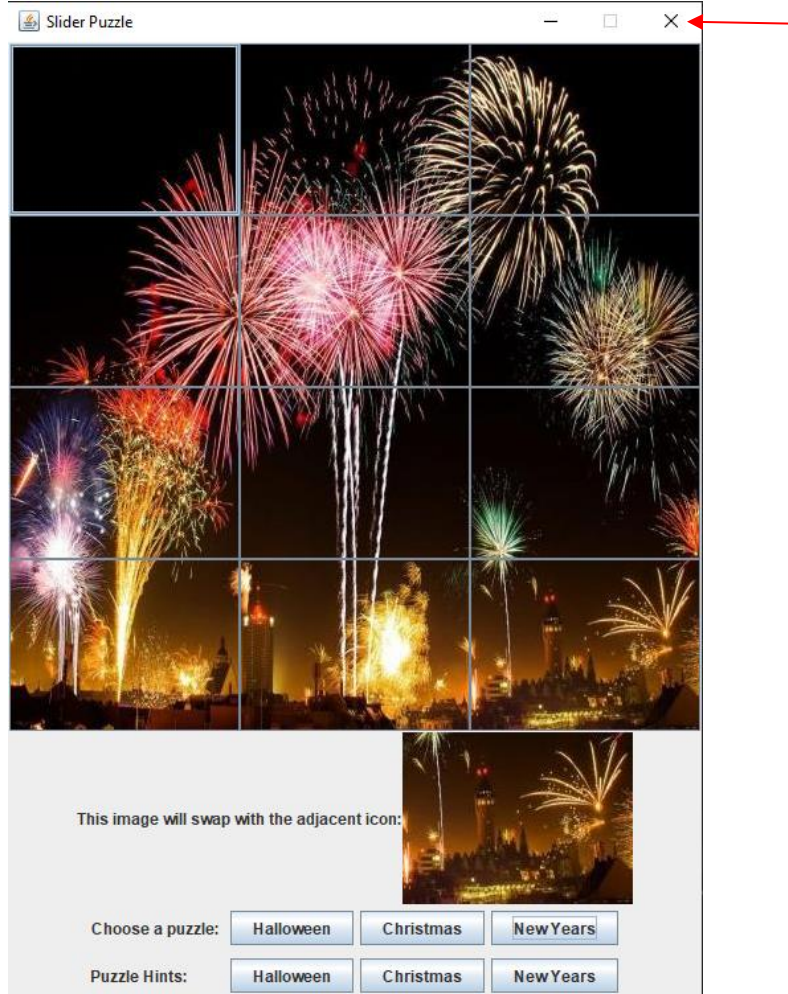
D. Exit the “Hint” window to return to the Slider Puzzle.



- E. Select the image that will swap with the adjacent icon until the puzzle is complete. (Note: A message will appear once the puzzle completed).



F. Select exit to return to the Game Suite Main Menu.



6. Select “about” from the menu to view credit page.

