Java Game Suite User Guide

August 2021

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**REVISION HISTORY**

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| --- | --- | --- | --- |
| **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** |
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| **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** |
| **10** | **9 September 2021** |  | **Jeff?** |
| **11** | **9 October 2021** | **Updated images and changed wording for Word Search** | **Sherry** |
| **12** | **9 October 2021** | **Updated Sudoku by removing the ‘Exit’ button and wording** | **Janee’** |

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# 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.

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# 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](https://www.java.com/en/download/manual.jsp))

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# Installation

1. Source code can be downloaded from the following link: [Java Game Suite](https://github.com/tsanusi/CMSC495-Group-Charlie-Java-Game-Suite.git)

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.

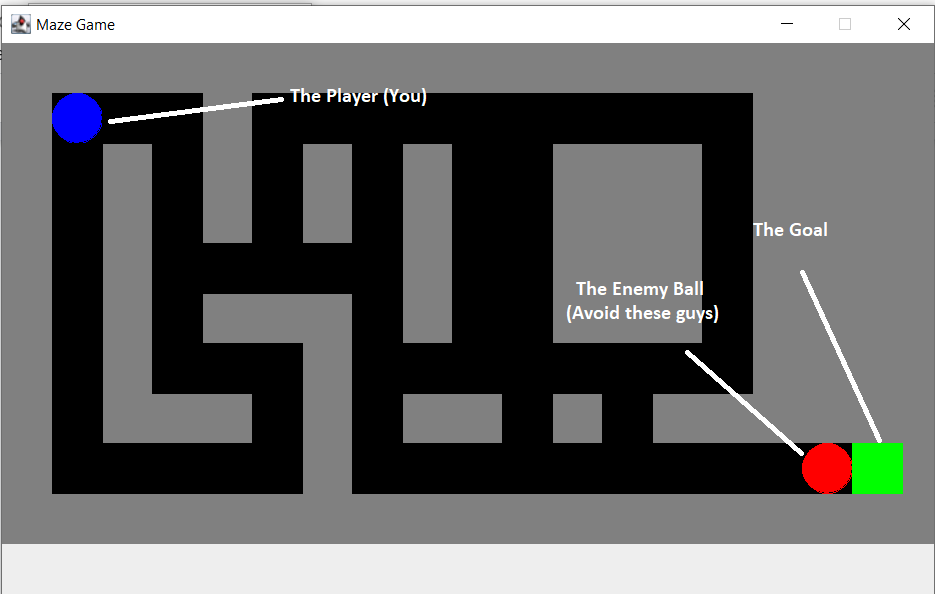
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# Operation

**1. Maze**

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



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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!

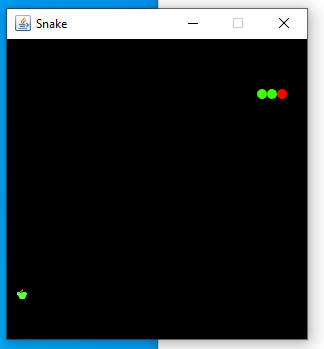
**2. Snake**

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



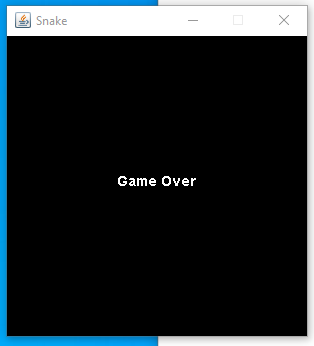
B. The game starts immediately:

* 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.



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

* 2 options will be displayed to the user: “New” “Check”
* New: will allow user to select a new game
* Check: will allow user to check answers
* Exit: removed due to it closing the entire program and not leading back to the Main Menu to select another game to play. User will just press the ‘X’ in the top right corner to exit the game and go back to main menu to select a new game to play.

Text, table

Description automatically generated

1. 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.

Text, table

Description automatically generated

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

Text, table

Description automatically generated

1. 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. If a red block is displayed this means that a number was entered wrong in that location. Once the correct number is entered the block will change to green.

Table

Description automatically generated with medium confidence

1. 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 “X” in the top right corner and game will close and lead back to the main menu. Graphical user interface, text, application

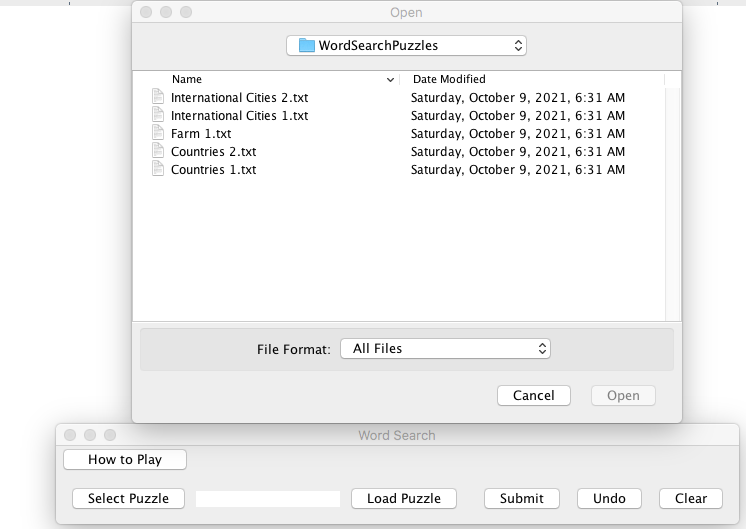
   Description automatically generated

**4. Word search**

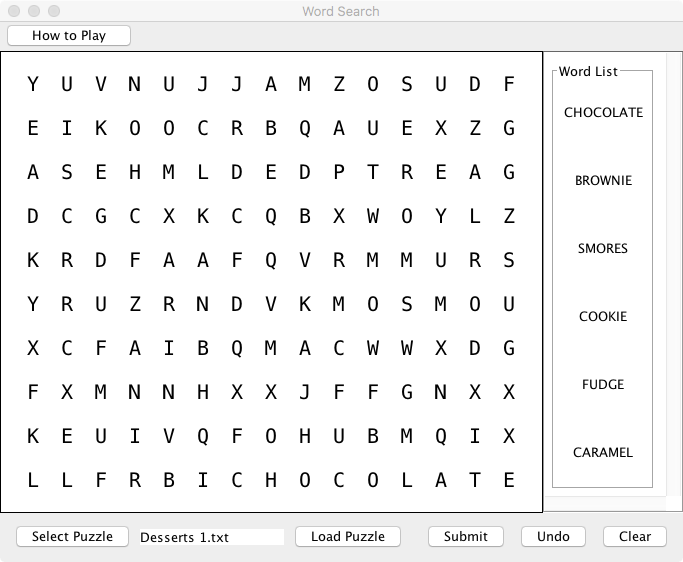
A. Select “Word Search” from the menu to launch the game.



1. To start a new game select a puzzle by clicking on the button labeled “Select Puzzle.” Then choose a puzzle file from the directory called “WordSearchPuzzles.” Puzzles are named by a theme followed by a game number (i.e. Countries 1). Click on the puzzle file and then on the “open” button to select a puzzle file. Then click on the “Load Puzzle” button to load the puzzle.



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

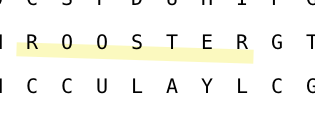


1. Highlight found words by clicking and dragging the mouse across the letters of the word. Valid highlights must intersect the center of each letter in a continuous line. Additionally highlighted letters are invalid.

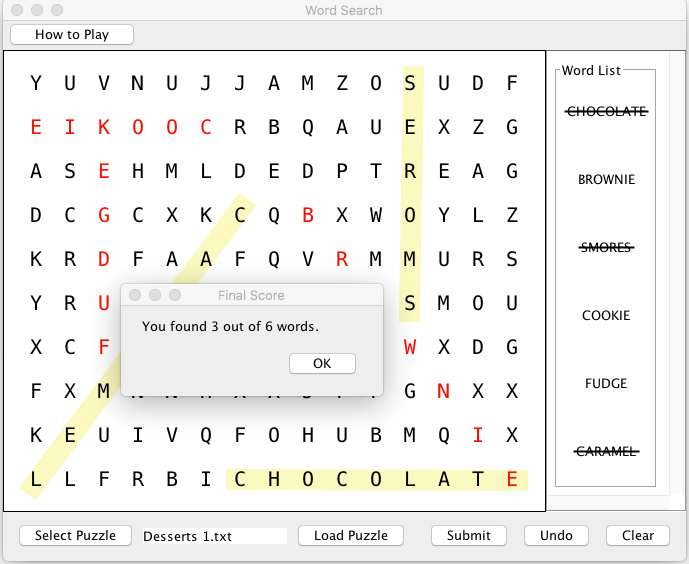
Valid highlight:



Invalid highlight:



1. Click the “Clear” button to clear the grid of all highlights.
2. Click the “Undo” button to undo the last highlight on the grid.
3. To optionally cross off words from the list as they are found click on the word in the list. To undo the strikethrough click the word again.
4. 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 of how many words were correctly identified.

1. Start a new game at any time by following the instructions in Step B.

1. **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.

A collage of a cat

Description automatically generated with low confidence

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

Graphical user interface, application, website

Description automatically generated

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

Graphical user interface, application, website

Description automatically generated

1. Select two images that will swap icons until the puzzle is complete. (Note: A message will appear once the puzzle completed).

Graphical user interface, application, website

Description automatically generated

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

Background pattern

Description automatically generated

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

