

-----Star Wars-----

Rebel Strike!

The Final Showdown Against Darth Vader!

-----By Keyvan Mahmoodzadeh Kani-----

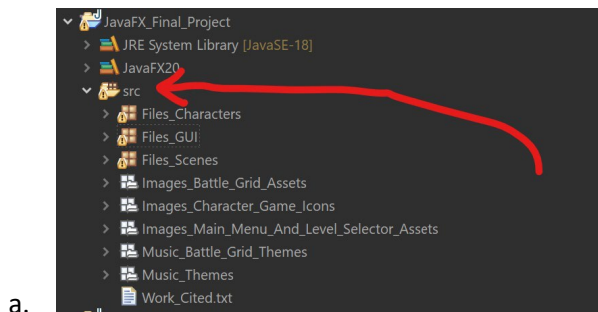
IMPORTANT 🚨 : If you DO NOT have JavaFX set up AND have the JavaFX20 Library, then follow this tutorial to set both of them up in Eclipse

(<https://calstatela.instructuremedia.com/embed/ba39aa72-2376-4458-b119-d4c256b7985b>)

- JavaFX20 Download Page: <https://gluonhq.com/products/javafx/>
- Arguments to use for library: `--module-path "/path/to/javafx/lib" --add-modules javafx.base,javafx.controls,javafx.fxml,javafx.graphics,javafx.media,javafx.swing,javafx.web`

How to install game onto eclipse and Project Structure Setup

- 1) Pull the project files from GitHub onto your src folder of your Eclipse project. Make sure to have the JavaFX20 library installed to run the project!



Note: All the files you see above (other than “Work_Cited”) must be in the src folder or else the game will not run.

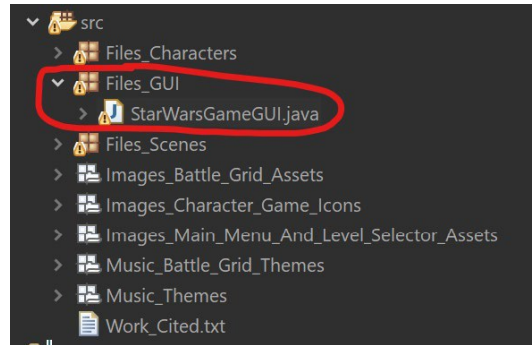
Game Description

- 1) With unwavering determination, Luke Skywalker strides into the treacherous depths of the Death Star, his heart set on confronting the menacing presence of Darth Vader, his father-turned-nemesis, prepared to face his greatest challenge and potentially alter the course of their intertwined destinies forever.

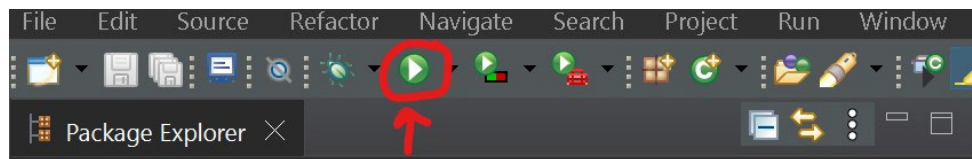
How to Play the Game

- 1) To start the game, you will have to go to the “Files_GUI” folder, open he

“StarWarsGameGUI.java” file on eclipse and click the green button at the top level of the corner to play the game.



a.



b.

c. When you come to the level selector menu you have four options to choose from: A 5x5, 7x7, 7x10, or random of those three grid battles of your liking.

2) Guidelines to follow

- a. Controls: You can move around the map using W A S D.
- b. Attacks: You have a total of 3 lightsaber swings (and two extra Kyber Crystals per game) to use. Use I J K L keys (like W A S D) to attack in the direction you want to attack in.
 - i. I: UP
 - ii. J: LEFT
 - iii. K: DOWN
 - iv. L: RIGHT
- c. The only enemy you can attack is Darth Vader (every other enemy is harmless to your attacks). So overall there is a main villain, three enemies, three traps, and two Kyber Crystal to use as extra lightsaber swings.
 - i. Main Villain: Will defeat you if they get in your position or you get in theirs. The only way to defeat Darth Vader is to position yourself one space away from him and use I J K L keys to attack him.
 - ii. Three enemies: These enemies will not kill you but rather give you a challenge on your endeavors to defeating Darth Vader.
 - iii. Three Traps: These traps will kill you if you step into their position.

- iv. Ammunition: Two Kyber Crystals are hidden around the map. If you use all your swings and do not defeat Vader, then you will lose the game.

- d. Mission Dialogue System: The mission dialogue system is there to help you in your endeavors on avoiding obstacles by displaying messages in the bottom right box. “Force Sense” will let you know what is happening around you and “Event” will be an event that will occur, and “NOTICE” is a warning message to the players. Furthermore, it would keep a history of your previous messages that display your old encounters if you ever wanted to back track.

- e. Debug Buton: The debug button was designed to be made for playtesting purposes, but you can also use it as a cheat code if you’d like.

Bugs Found Worth Mentioning and Work Cited File

- 1) When Vader moves around the map too much, he tends to go outside of the battle grid pane, as of now I am not sure how to fix this issue.



Work_Cited.txt

- 2) Work Cited File:

Thank you for reading my tutorial document on how to play the game! I hope you like it :).

- **Keyvan M. Kani**