Dear Peter and John,

Unfortunately this project is not finished yet. Inside the zipped file you will find the most up to date source code on the project. Simply unzip it, copy it into a new project named Carcassonne (overwriting bin/ and src/), add the included book files to the build path and you should be good to go. I mostly used Junit testing as an easy way to enter the GUI, so if you want to check things quickly, you will have to add Junit to the build path as well.

The main class is Carcassonne.java, run the program from there. It will ask you how many players you want, then their names. Then the gui will launch. The gui is looking great, but the overall game is still lacking functionality. I am going to continue working on it tomorrow, but there were a lot of hang ups in simply displaying the game, getting the files for the followers (meeple) and tiles themselves to display properly took me much longer than I expected.

I am planning to continue working on this tomorrow, and I really hope to have it fully functional by then. I understand that this will hurt my grade, but hopefully some mercy will be shown due to the fact that I am working alone. I hope you like the game, and let me know if you have any questions.

I used standard draw for this, and I am pretty surprised that it is performing this well. I think the game is looking really good, but obviously it is still missing a lot.

-Ben

KNOWN ISSUES:
- scoring
- path algorithims

Currently there is no information about the tiles in the backend, right now my idea is to hard code the information into text files for each tile, then add that unique text to a character map once the tile has been placed. I will then create a graph based on that map, which will allow me to obtain information about scoring and paths.
- followers are not tied to map

Followers(meeple) will have to be recorded in some way on the character map.
- Re-placing tiles

if a user changes their mind about where they want to place a tile, they should be able to re-place it. Currently this feature has a bug.