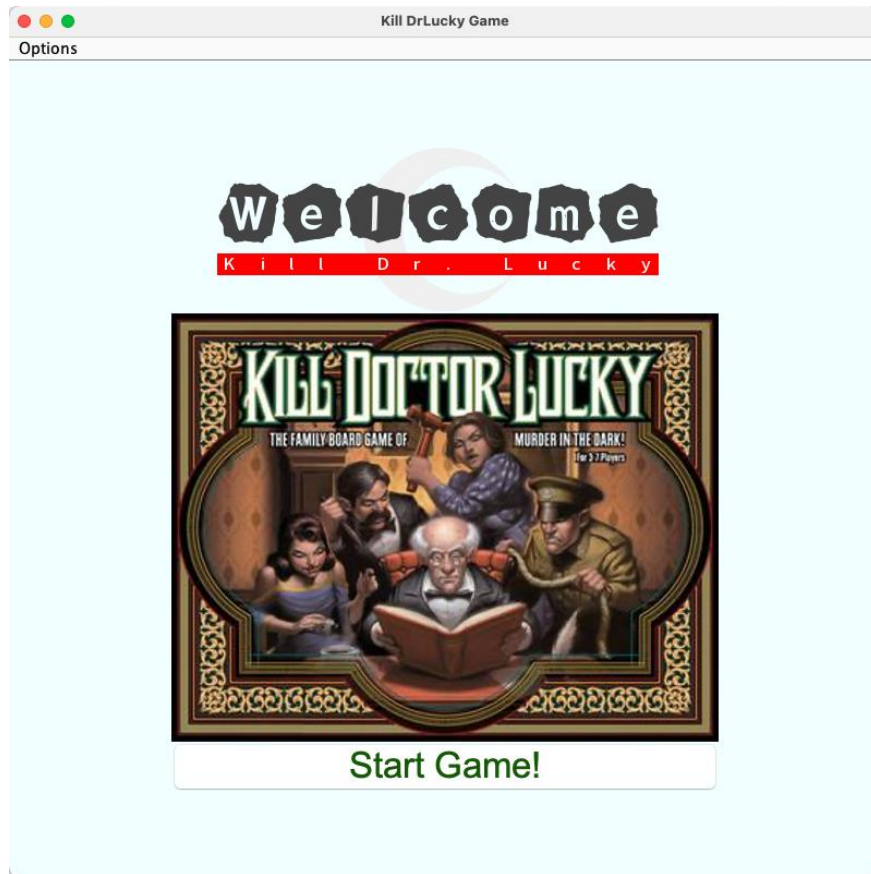


## CS5800 Milestone 4 – The GUI View

### Example Run

Author: Zack-Haowen Xue

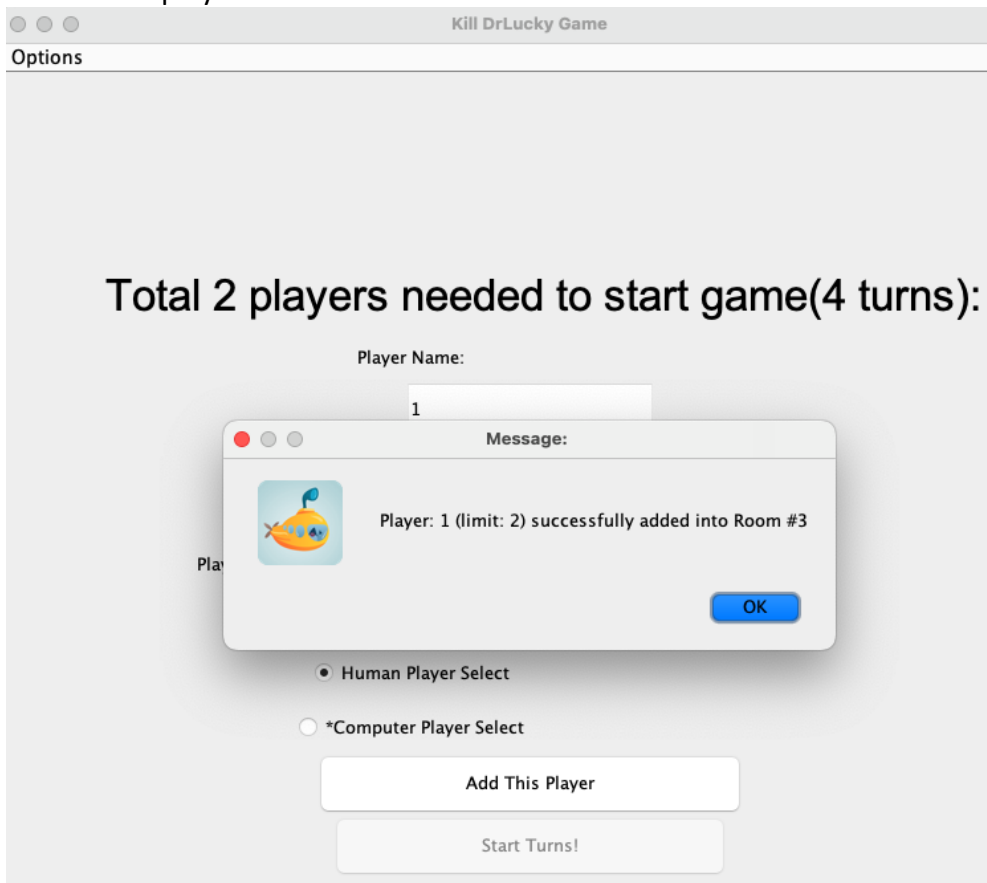
#### 1. The welcome screen:



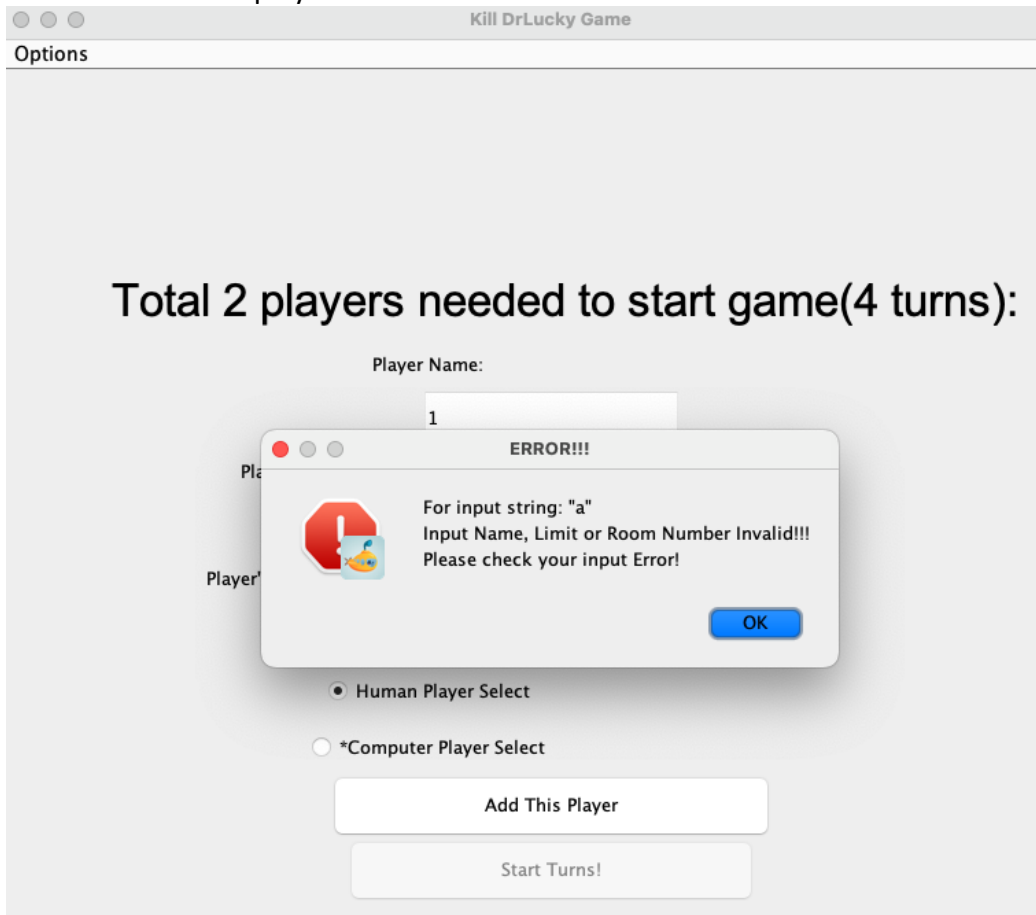
#### 2. Add player screen:

The screenshot shows a window titled "Kill DrLucky Game" with a standard macOS-style title bar. Below the title bar is a menu bar with the word "Options". The main content area has a light gray background. At the top, the text "Total 2 players needed to start game(4 turns):" is displayed. Below this, there are three input fields: "Player Name:", "Player Carrying Limit(Positive Integer Only):", and "Player's Initial Room Number (Integer Only 0 to 21):". Below the input fields are two radio buttons: "Human Player Select" (unselected) and "\*Computer Player Select" (selected). At the bottom are two buttons: "Add This Player" and "Start Turns!".

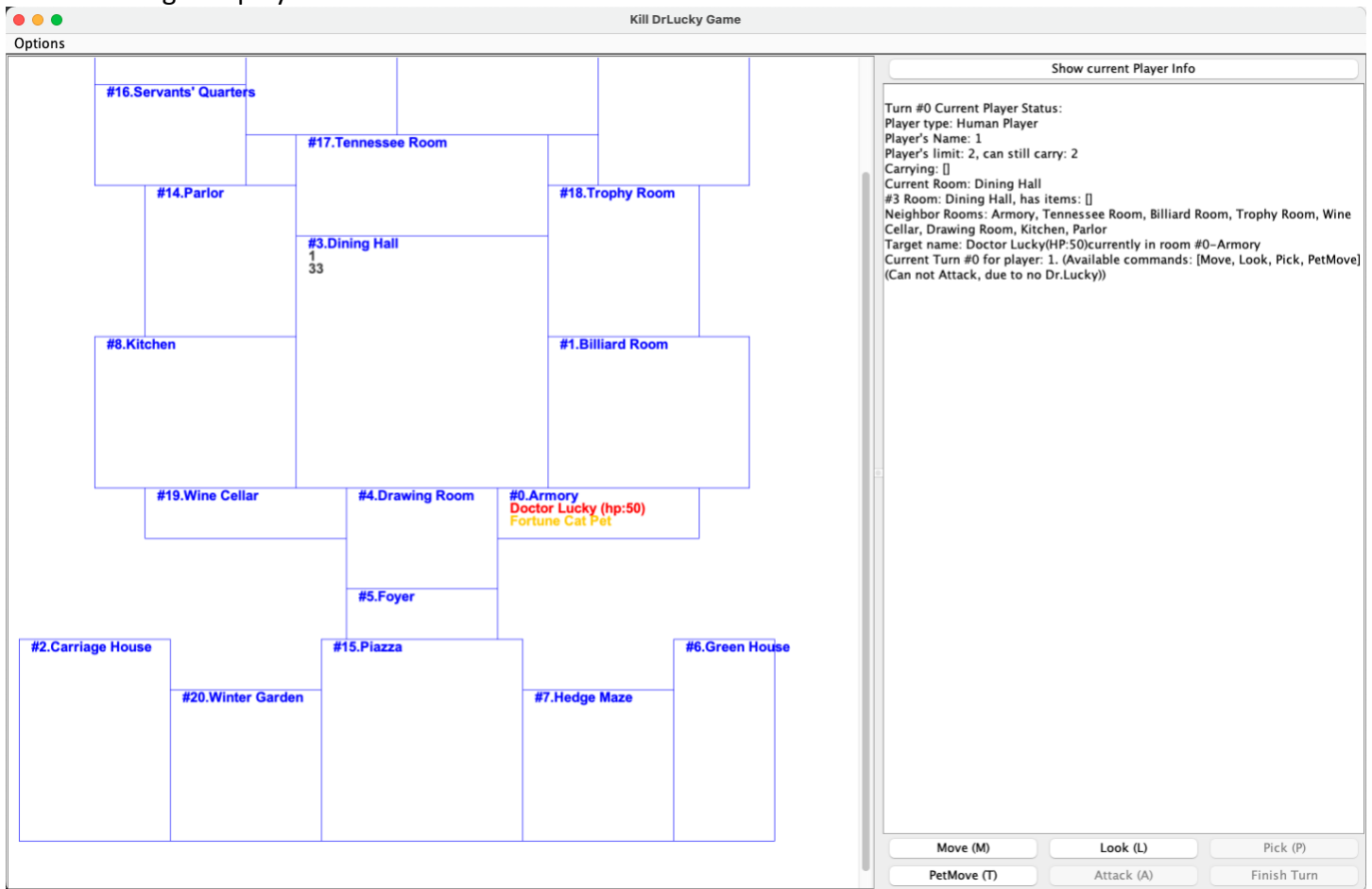
### 3. Add player success



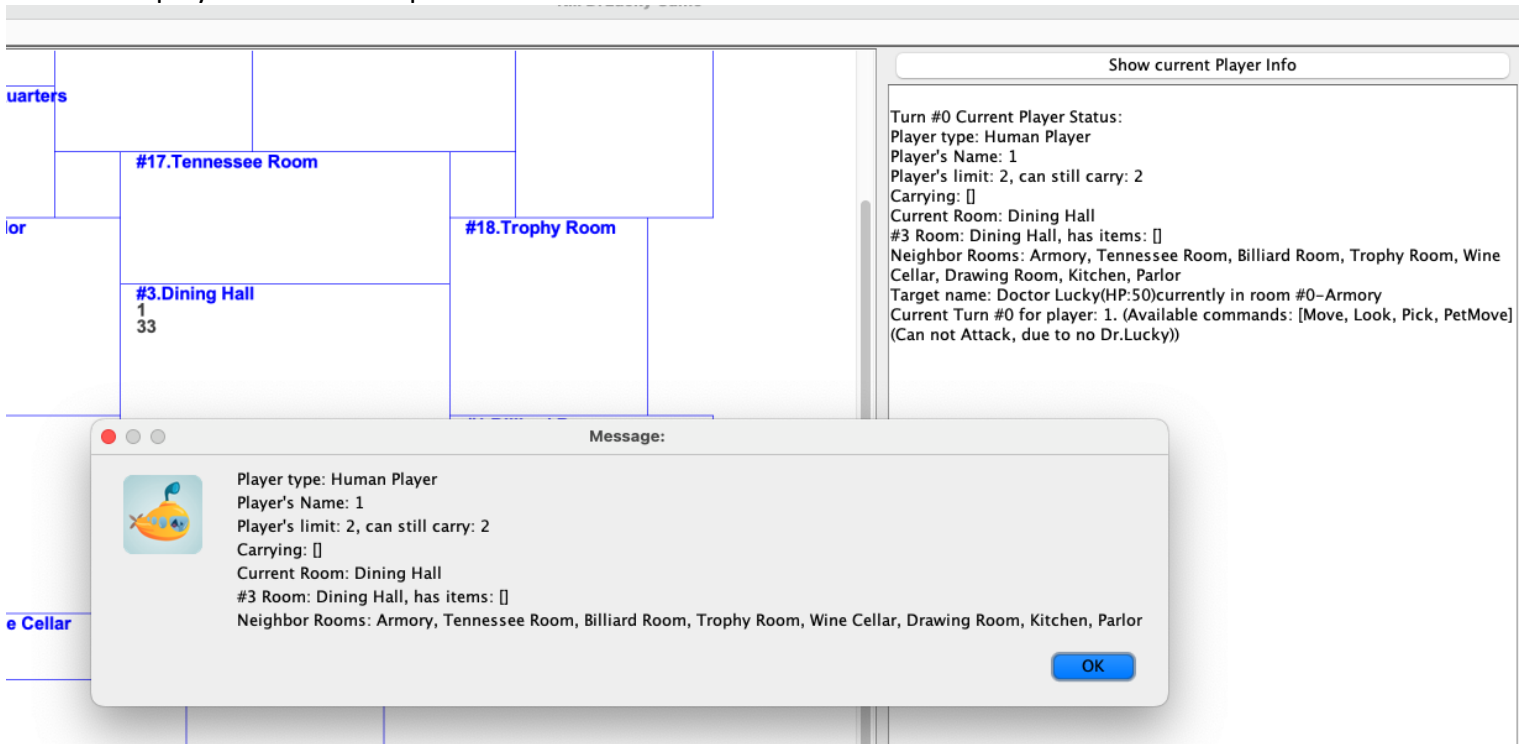
### 4. Add invalid player screen



## 5. Start game play turns screen



## 6. See player info & description



7. Move player success

Kill DrLucky Game

Room

#18.Trophy Room


#1.Billiard Room

ng Room

Show current Player Info

Player: 1 moved to room: Trophy Room SUCCESS!

Message:

 Player: 1 moved to room: Trophy Room SUCCESS!  
Click Finish Turn to next player!


OK

8. Move player failed

#18.Trophy Room

1

ERROR!!!

 Cannot perform MOVE at this turn!

OK

2. Neighbor:

#17 Room: Tennessee Room, has items: []

Players in Tennessee Room:

3. Neighbor:

#1 Room: Billiard Room, has items: [Billiard Ball, DrLucky(Doctor Lucky HP:50) in this room]

Players in Billiard Room:

4. Neighbor:

#18 Room: Trophy Room, has items: [Duck Hand(Damage=2)]

Players in Trophy Room: 1,

5. Neighbor:

#19 Room: Wine Cellar, has items: [Rat Poison, Rope(Damage=2)]

Players in Wine Cellar:

6. Neighbor:

#4 Room: Drawing Room, has items: [Letter, Rope(Damage=2)]

Players in Drawing Room:

7. Neighbor:

#8 Room: Kitchen, has items: [Crepe Pan(Damage=2), Knife(Damage=2)]

Players in Kitchen:

8. Neighbor:

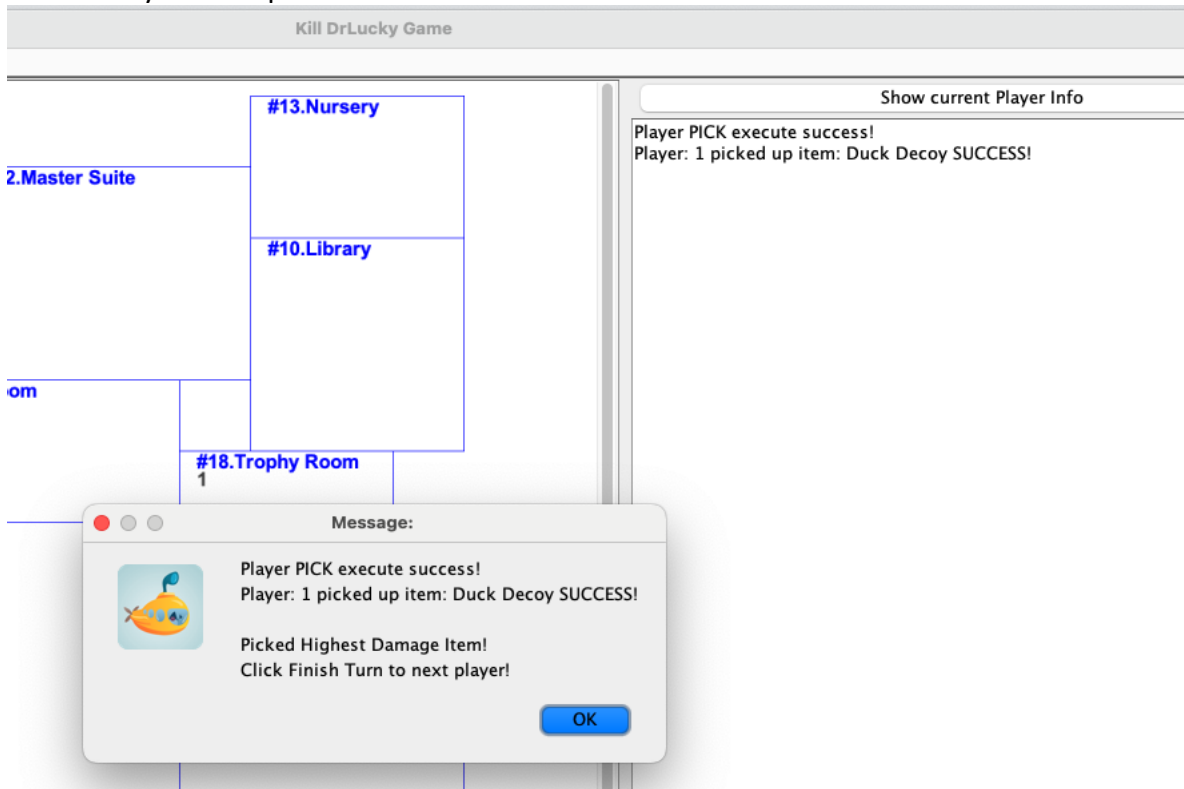
#14 Room: Parlor, has items: []

Players in Parlor:

Neighboring room info

end:-----

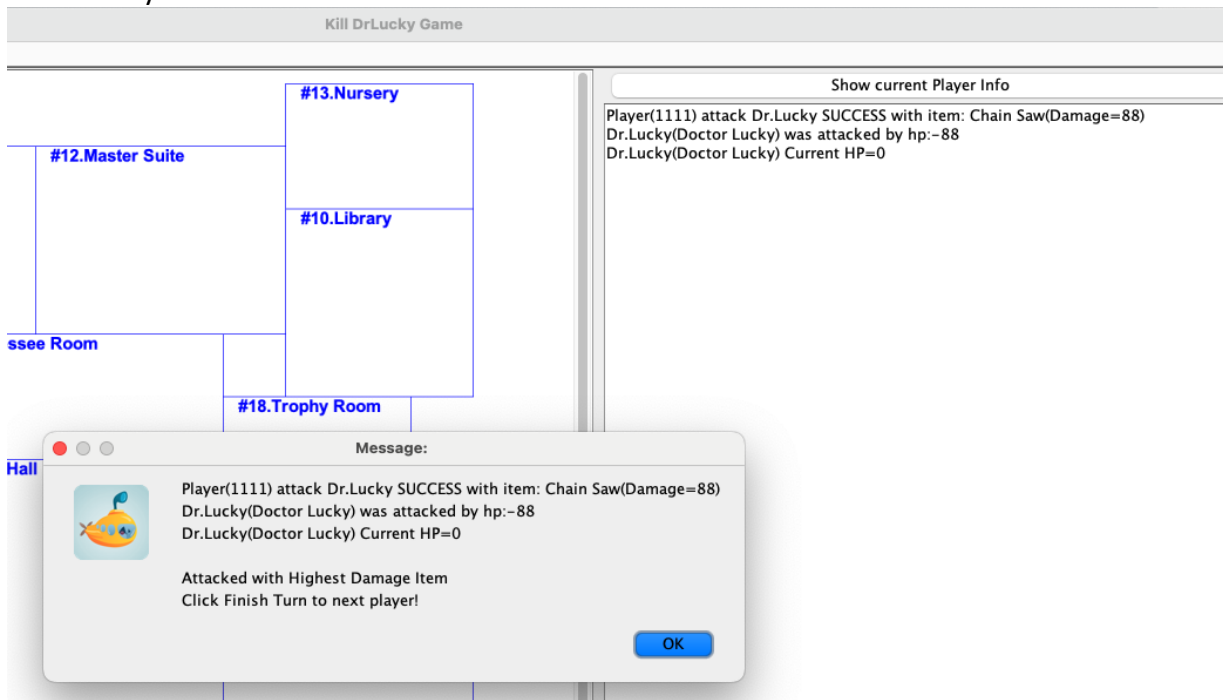
## 9. Player Pick up an item success



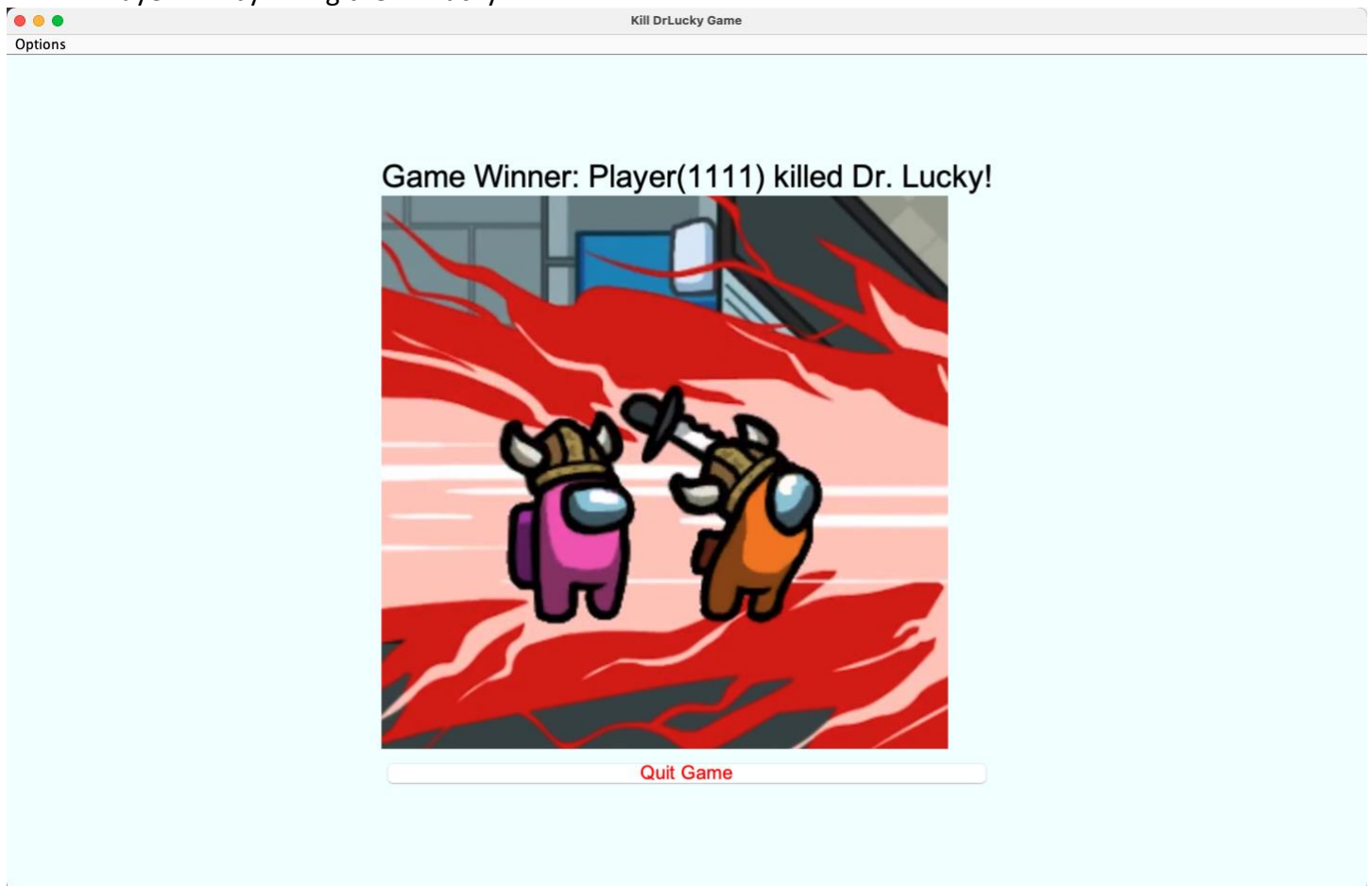
## 10. Player looks around success



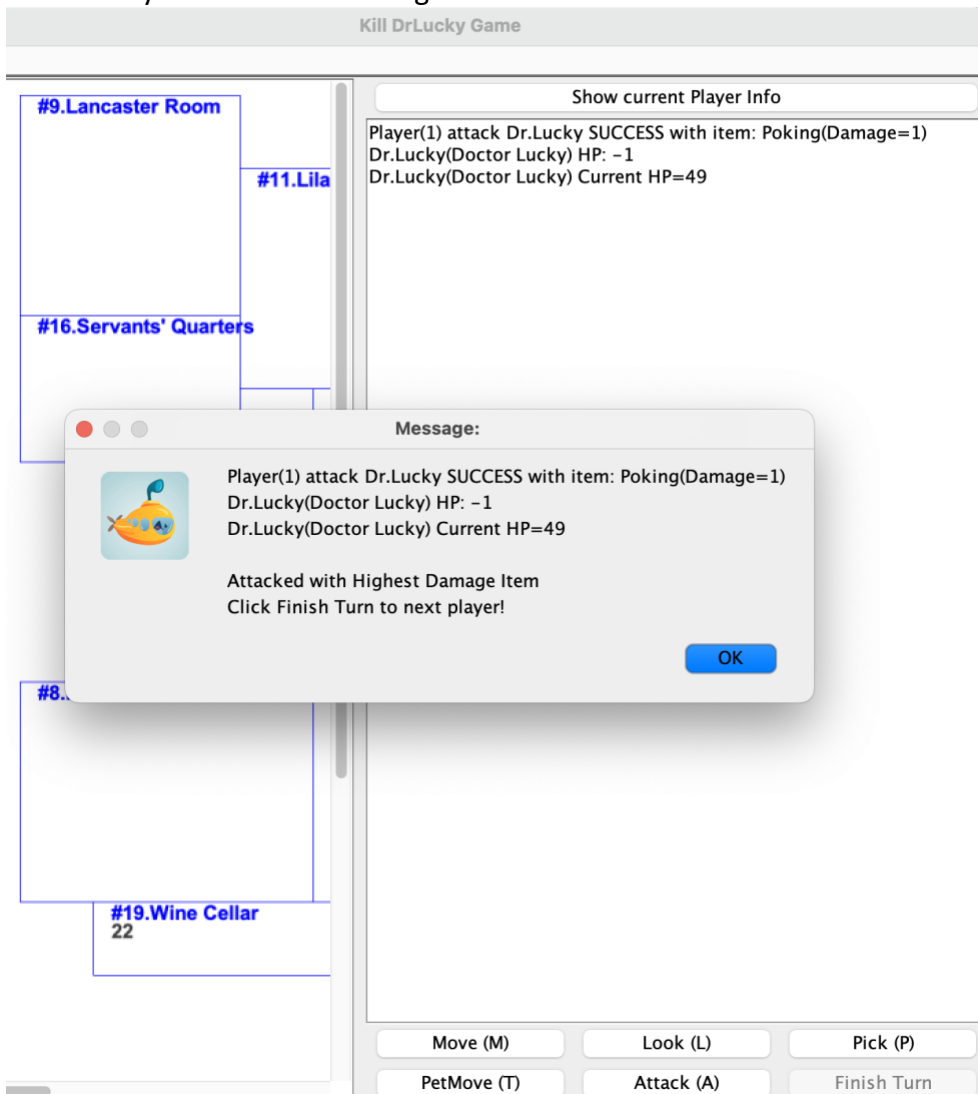
## 11. Player attack with Item success



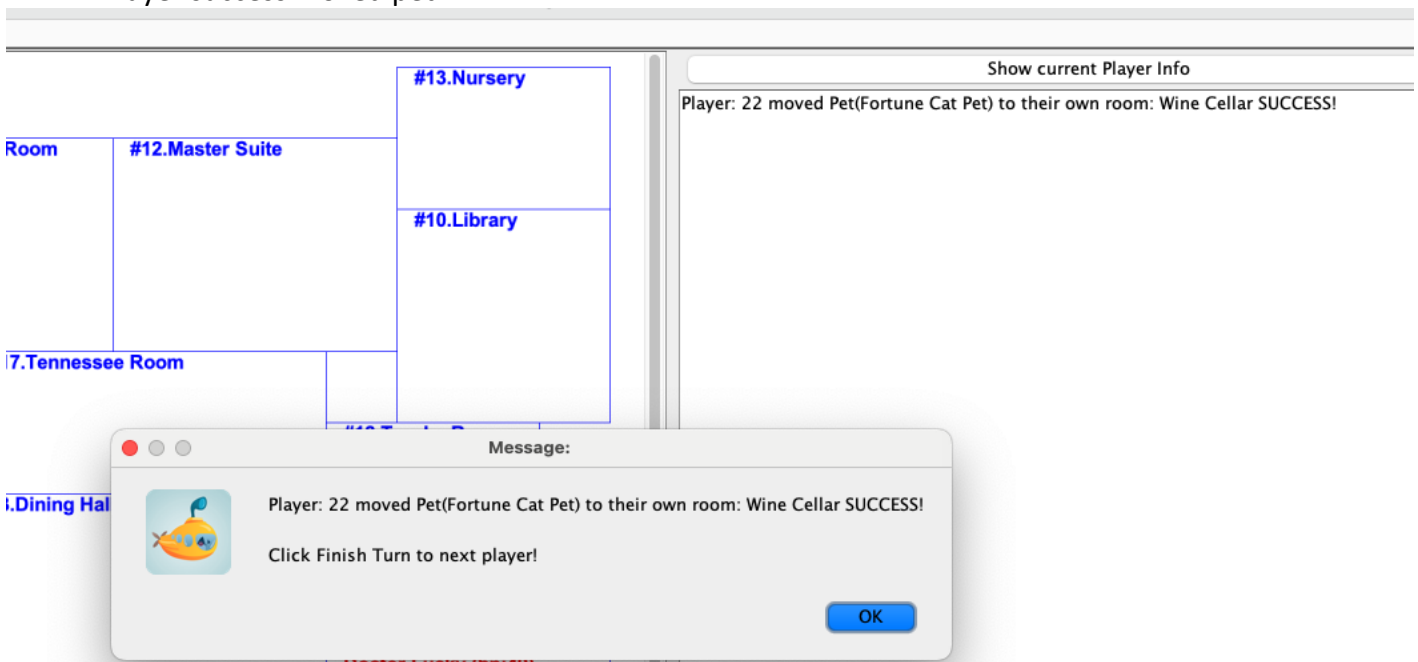
## 12. Player win by killing the Dr Lucky



### 13. Player attack with Poking

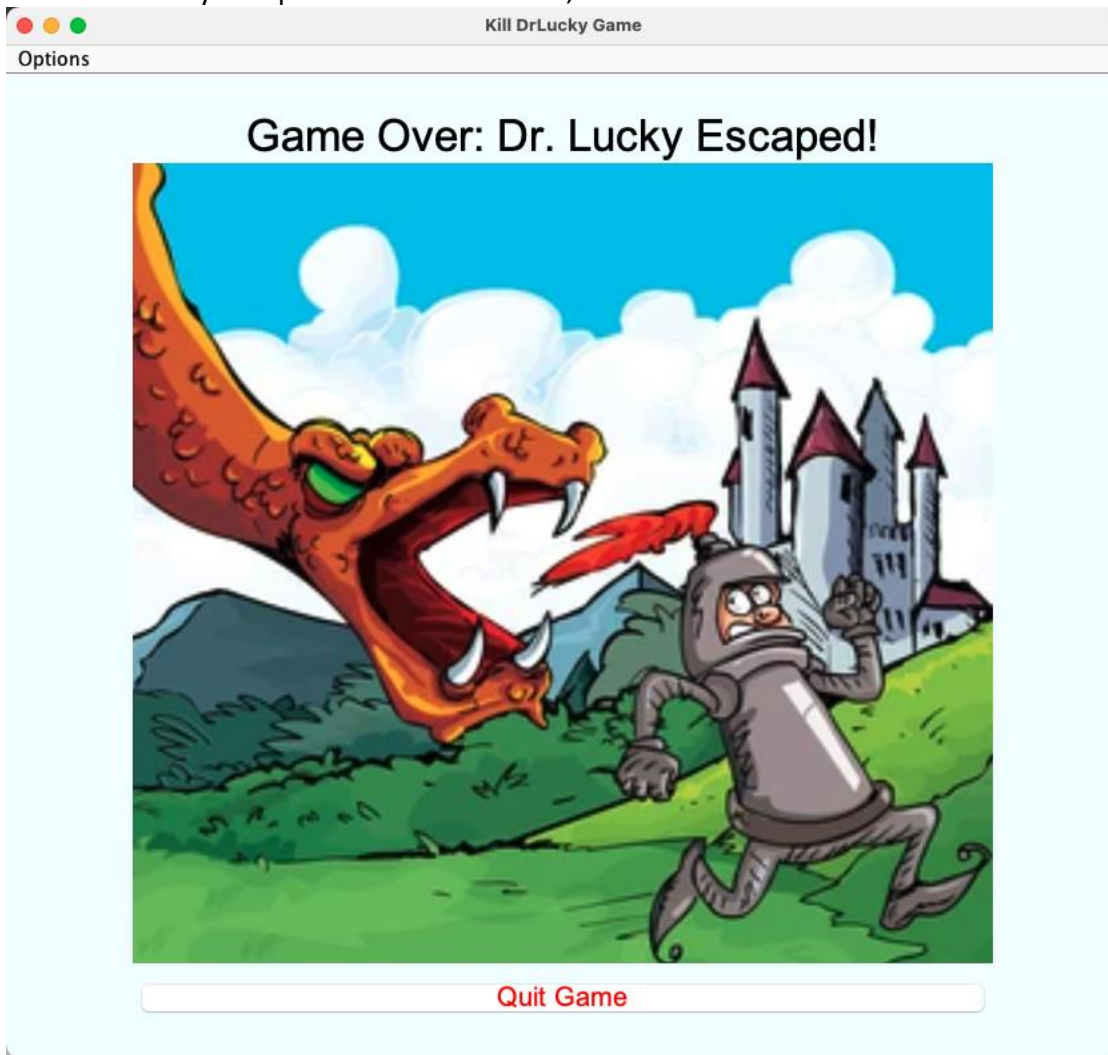


### 14. Player success moved pet

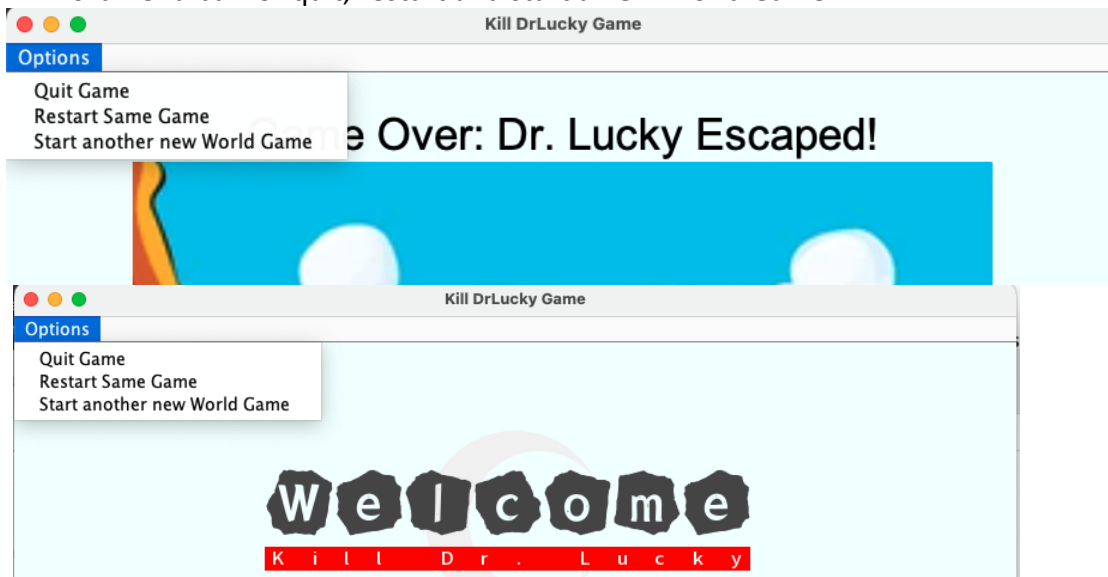




15. Dr Lucky escaped from the mansion, Game over no winner.

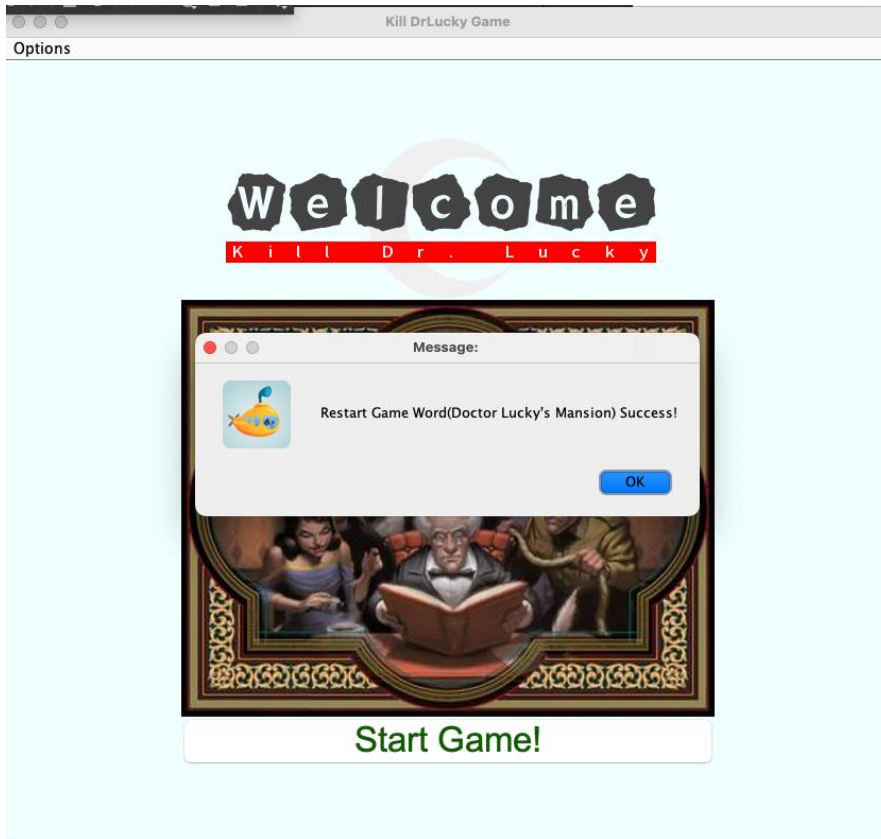


16. JMenu bar for quit, restart and start a new World Game





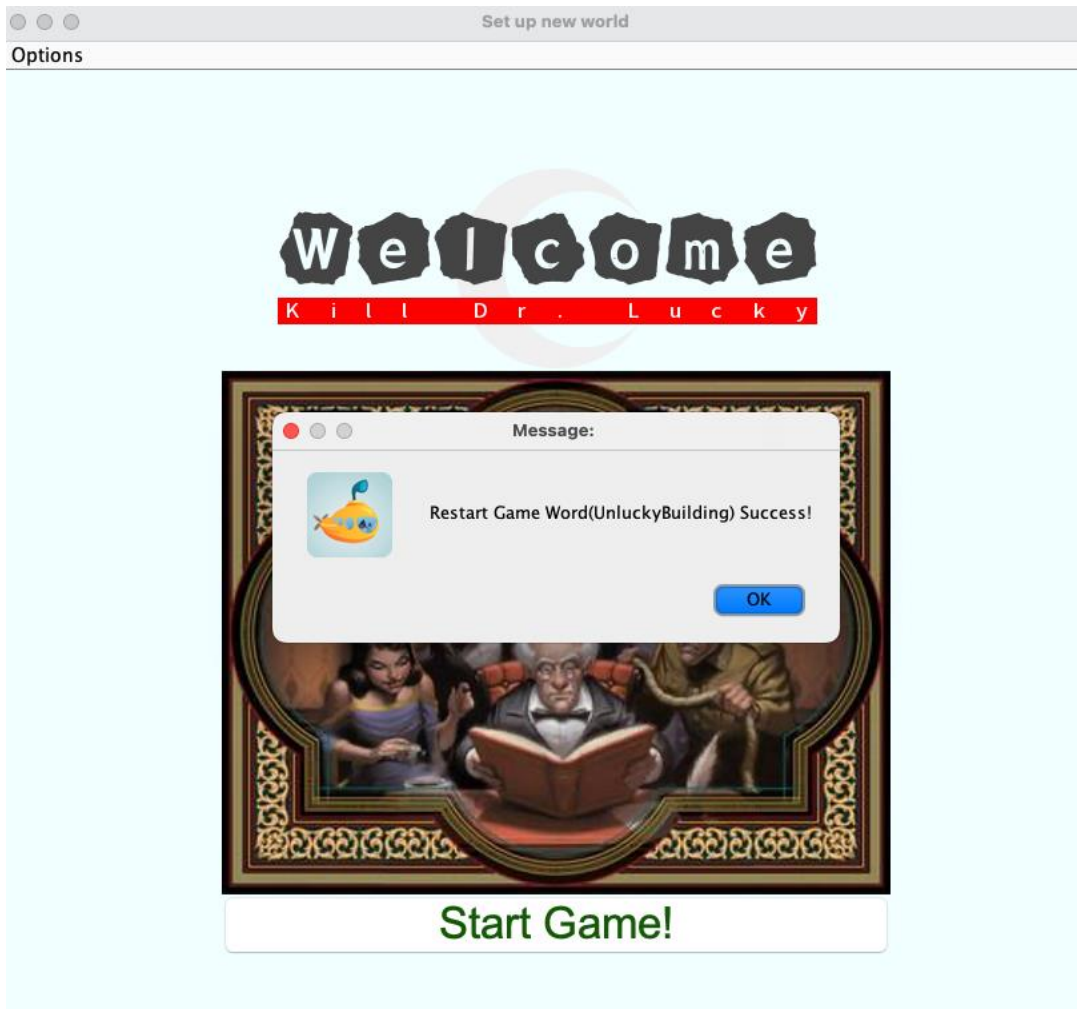
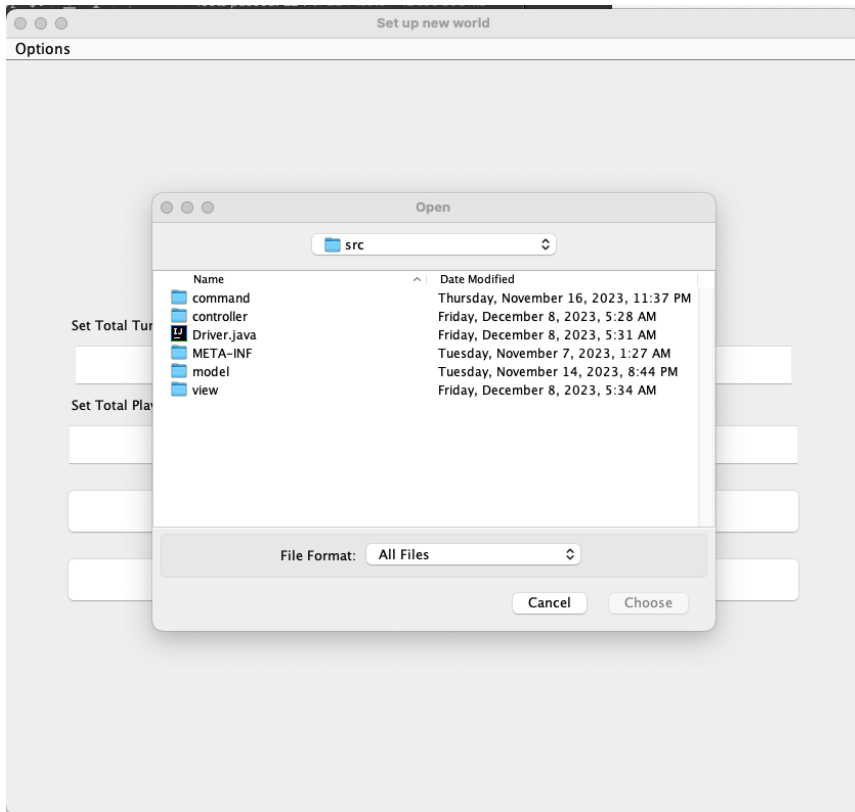
## 17. Restart the same Game Success



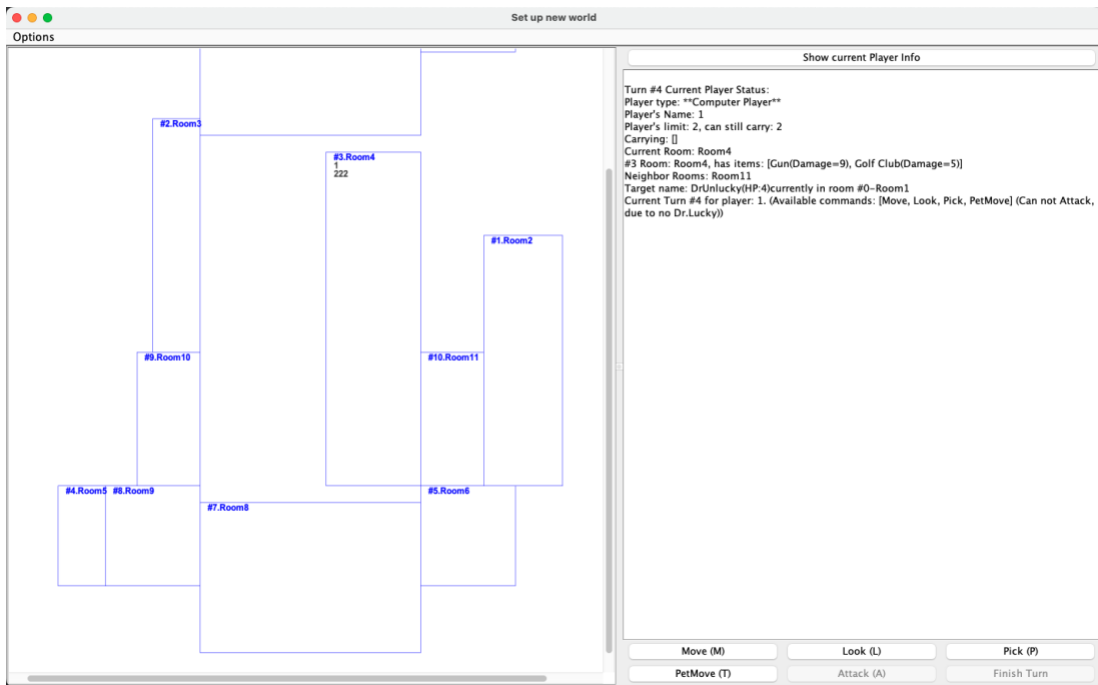
## 18. Restart with a different World Screen

The screenshot shows a window titled "Set up new world" with a sub-header "Options". The main content area has a light gray background. At the top, the text "Input New World File:(Valid .txt only)" is written in a red, bold font. Below this, there are four input fields: "Set Total Turns:" (a text input field), "Set Total Players:" (a text input field), "Choose new world file" (a button), and "Start new World Game" (a button).

## 19. Select a new World txt file to start a new word



## 20. New World load and started success



## 21 Quit game options:



Game Over: Dr. Lucky Escaped!



Quit Game