

BRIEF USE CASES

Ricochet Robots Project

Group #6:

McDonald, Brianna

Younis, Faisal

Modi, Jinesh Piyush

Chikwati, Ngoni Nigel

Juwaheer, Yudish

GET A HINT

The player notifies the system they want a hint during a game and valid turn. The computer provides a hint that the player can follow if he wants to or can just play another move.

SAVE A GAME

During a game, the player notifies the system they want to save their game. The system prompts the player to provide the system with a name for the current game for future reference. The player confirms they want to continue with the saving or notifies the system they want to cancel and return back to the current game.

LOAD A GAME

Upon start-up, the user is given the option to load a saved game. The system provides the user with a list of the existing saved games. The user selects one of the options and confirms they want to load that particular game for playing.

ENABLE COLOUR VISION ASSISTANCE

When setting up the game, an option for changing the colour palette is available (to help people with colour vision deficiency). The user selects one of the colour palette options and notifies the system of their choice. Once the game setup options have all been chosen, the system automatically adds vision assistance features to the game.

MOVING A ROBOT

On the actual game frame of Ricochet Robots, the player tries to deduce a path for the robot. The player then makes a suggestion of the number of moves they intend to make. The player notifies the system in which direction (left, right, up, or down) he wants to move a robot. Upon specifying the correct direction, the system moves the robot adhering to the game rules.

PLAY AGAIN

Once a game has ended, the system announces the winner and provides the players with an option to "Play Again". The user notifies the system they want to initiate a new game and go through the game setup.