

# User Manual

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## Game Play

(There are advanced game play tricks near the end of file, and they might change this game.)

### Goal of the game

There are two teams in this game. Each player will randomly assigned to a team. The winning team of each round will be able to move a step forward. The team that moves more steps will win the game.

### Connect to Game

Each team's client should join the discovery server and waits for the game server to invite all the clients to the lobby. After all the players are in the lobby, the game server will send the game to each client. **The team information and the player ID will display on the bottom right corner.**

### How to join a team

The players do not need to join a team as the team is randomly assigned.

### Game Controls and displays

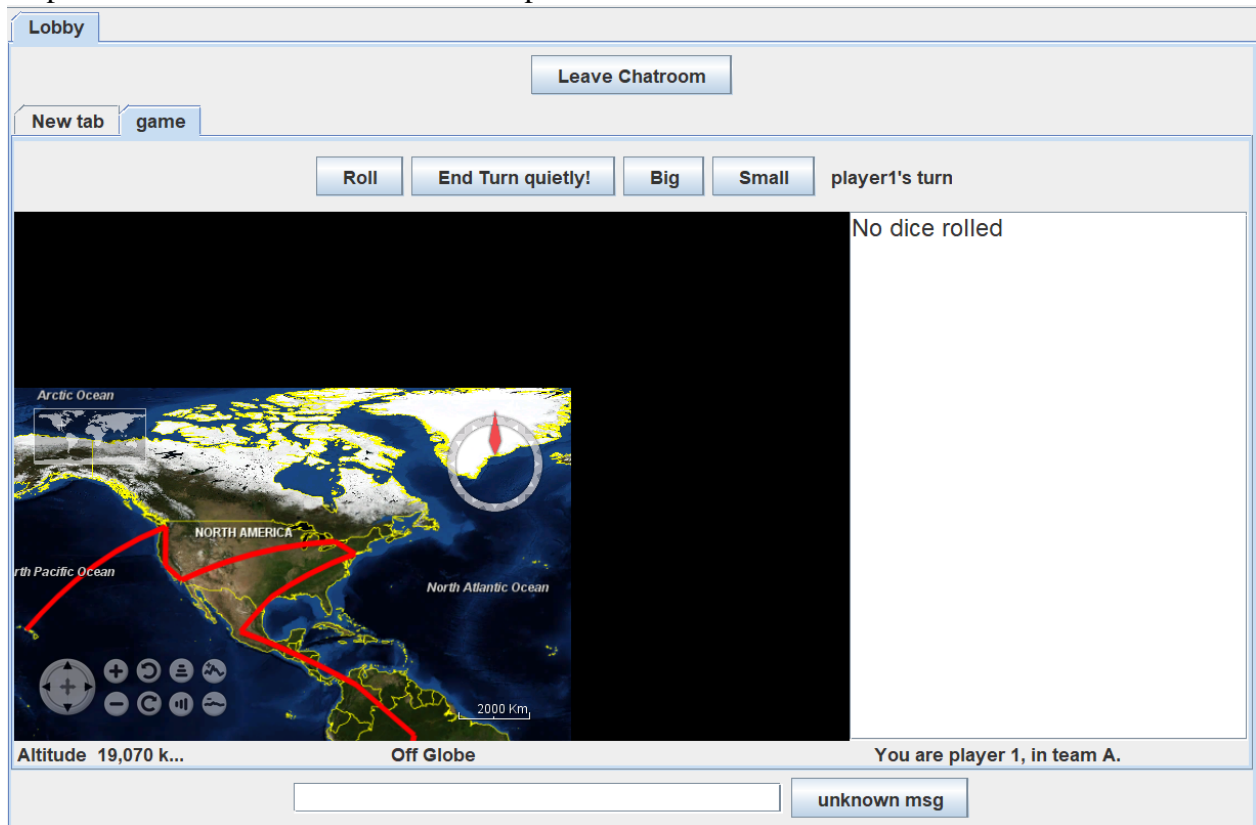
The Game Control GUI has 3 main parts.

1. The panel on the top contains four buttons: Roll, End Turn Quietly, Big, Small.
  - (a) By clicking the Roll button, the player can roll a dice and get the number that player rolled.
  - (b) By clicking the End Turn Quietly button, the player can end his turn without telling the teammates about the number he rolled. Or the player can click the End Turn Quietly directly before clicking the Roll button. In this way, the player will end his turn directly without rolling the dice.
  - (c) By clicking the Big button, the player will tell the teammates that the number he rolled is quite big so the teammates does not to need to roll the dice. This button will also end the player's turn.
  - (d) By clicking the Small button, the player will tell the teammates that the number he rolled is

quite small so the teammates should roll the dice. This button will also end the player's turn. There is a label that shows whose turn it is right now on the right of this panel.

2. The text area on the right will display the message the player received.

3. The central panel is a map panel that will display a flat Earth map. There are two paths on the map and two annotations that shows the place of Team A and Team B.



The above picture shows how the game looks like.

## How to play the game and Game Events

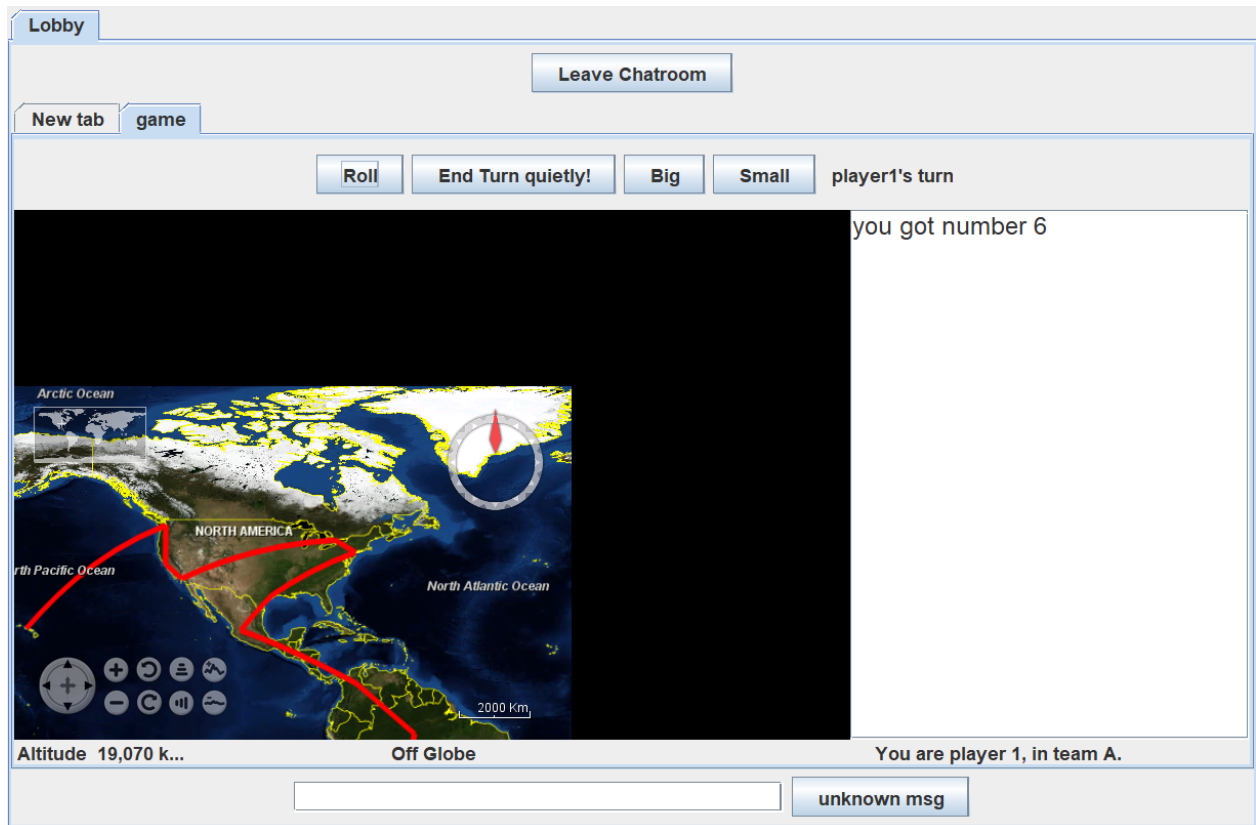
For each round, every player will roll the dice in turn. The team with the higher average dice number will win this round. The winning team will be able to move one step forward along its path. The map will display the new location of the team.

The buttons are disabled when it is not your turn. When it is your turn, you can choose either roll a dice by clicking the button Roll or you can choose not to roll the dice by clicking the button End Turn Quietly. After you get the number you rolled, you can tell your teammates whether your number is big or small by clicking Big or Small button accordingly. A message will be sent to you and your teammates about the number you rolled on the text area.

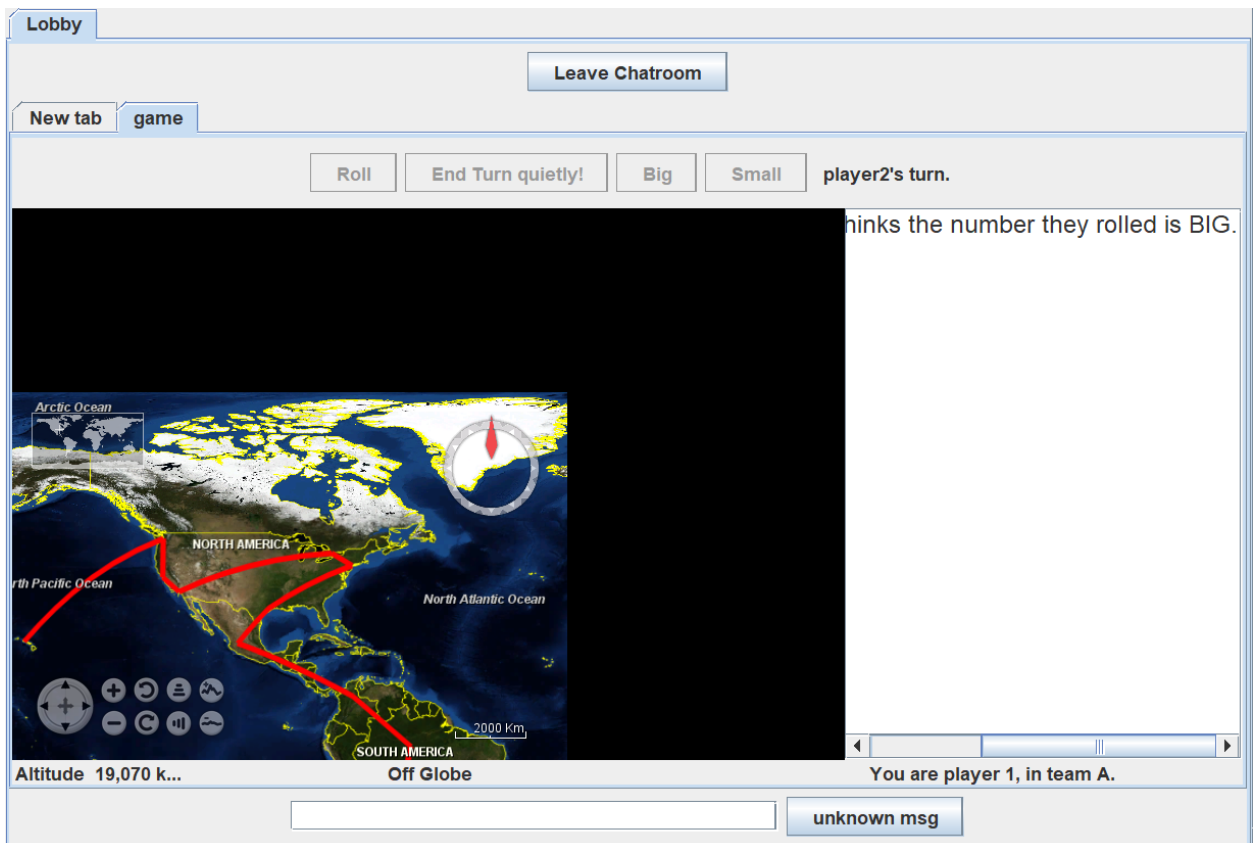
Since you want your team have a higher average, when you already get a big number, you do

not want your teammates to roll their dices. Similarly, if you get a small number, you want your teammates to roll their dices to get higher average. Or you can choose not to tell your teammates about the number you have by clicking the button End Turn Quietly.

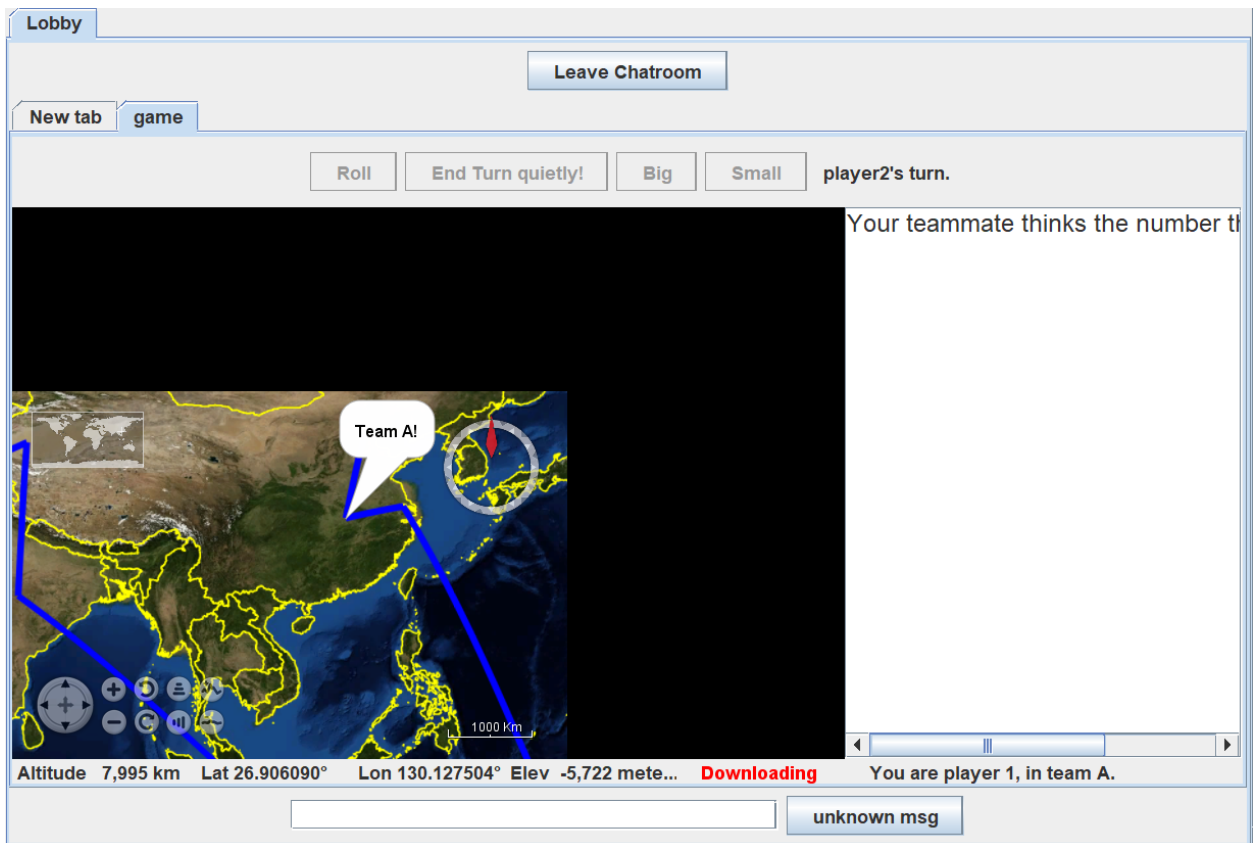
All of these three buttons, End Turn Quietly, Big and Small will end your turn.



The above picture shows the case when you roll a dice.



The above picture shows the case when you receive an info from your teammate.



The above picture shows the case when your team wins a round, the map changes correspondingly.

### How to win the game

There are 10 rounds, the team that moves more steps will win the game. If both teams moved same number of steps, it's a tie. For both cases, an end game message will be shown, the game will be terminated and all the buttons will be disabled.



The above picture shows the winning message.

## Client

### start program

Right click client.controller package and choose Run As Java Application.

### Connect to discovery server

Click start server button on the top and the discovery server panel will be activated. Enter the category and click connect button to establish the connection with the discovery server. Select the IP you want to connect and click get selected end point button to connect with the server. The server will be added into the Connected User drop down list.

### Join the server's lobby

Select the server in the drop down list and click search for rooms. The room of the server will be added into Available Rooms drop down list. Click Join Room button to join. Or you can just wait the server invite you to the room.

## **Play Game**

The game tab will be showed in the bottom left tabbed pane. Click the game tab and the game GUI will be displayed.

## **Server**

### **start program**

Right click server.controller package and choose Run As Java Application.

### **Connect to discovery server**

Click start server button on the top and the discovery server panel will be activated. Enter the category and click connect button to establish the connection with the discovery server. Select the IP you want to connect and click get selected end point button to connect with the clients. The clients will be added into the Connected User drop down list.

### **Invite the clients to lobby**

Select the client in the drop down list you want to invite and click Invite User button to invite the clients to lobby. Or you can just wait the client search and join your lobby. Make sure you only invite the same IP once per game.

### **Send Game**

Click the send game on the top to send game to every player in the lobby.

## **Advanced Game Play Tricks**

There's some hint for you on how to play this game in an unusual way :)

1. Your info sent to teammates will heavily affect their decision.
2. You can roll the dice as many times as you want, but there's one thing: every number you got will be recorded, so even if you get a 6 get last, your average score might be bad. (Also, you'd better roll at most once every turn, since other people also need to play this game.)

(Please ignore the following part if you want to win)

3. YOUR ULTIMATE GOAL MIGHT NOT BE WINNING. You can trick your teammates in multiple ways: you can announce that you get a big number and end your turn without rolling a single dice, or you can roll a 1 and tell your teammates you got a Big number.