

Non-Sequential Project User Documentation



Group 08
Andrew Denner
James Yoder
Stephen Atterbury
Jason Lackore

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1 Introduction

Welcome to Non Sequential. This game was created by Group 8 of the Com Sci 309 Class at Iowa State University. The purpose of this guide is to make your user experience just a little better by leading you through the program. The non-sequential game has two different display modes, 3-d and 2-d not all computers will be able to display 3-d images, however, these users can use the 2-d board to still play our game.

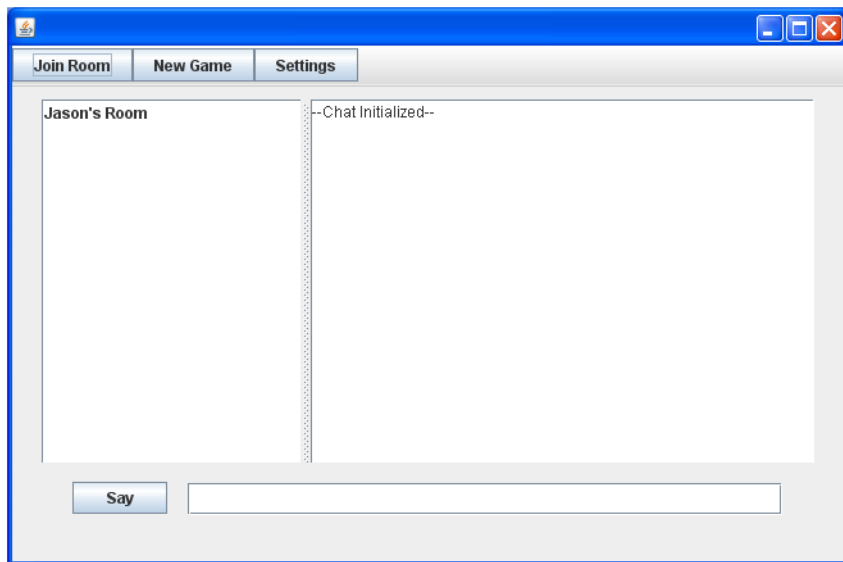
We hope that you enjoy this game as much as we have enjoyed writing it!

2 Game Play

The goal of Sequence (as well as our version) is to have your team get two sequences of 5 tokens placed onto the game board. At that time your team is declared the winner. Depending on the number of players playing and number of teammates, as well as the size of the board, this process can take a very long time to occur.

3 Screens

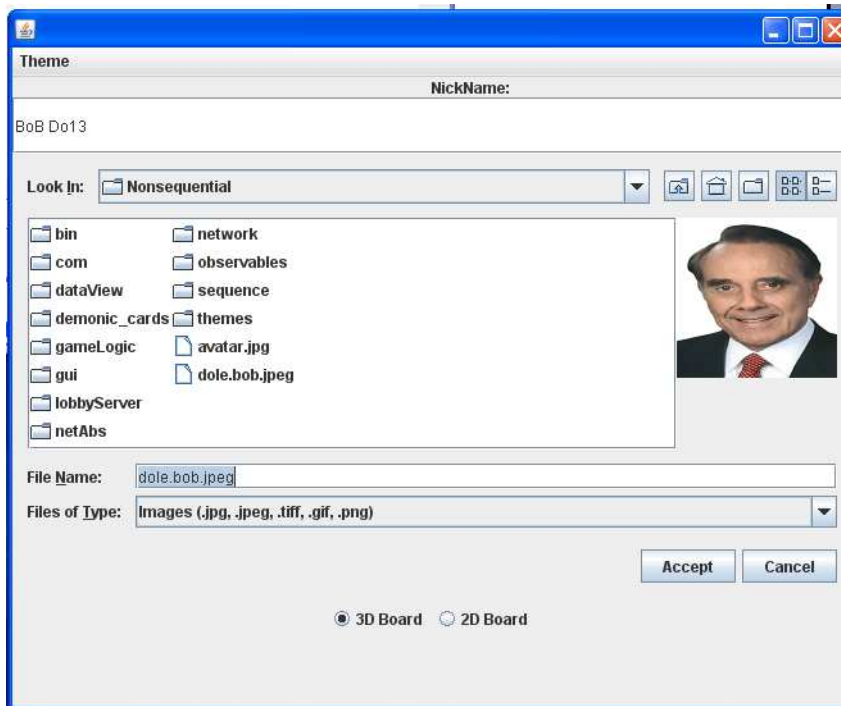
3.1 Lobby Room



When you first start up the game you are presented with this screen. It is the "lobby" where all clients who are not currently in a game are. The box on the left is the list of all current games while on the right is a chat box that allows you to chat with other users.

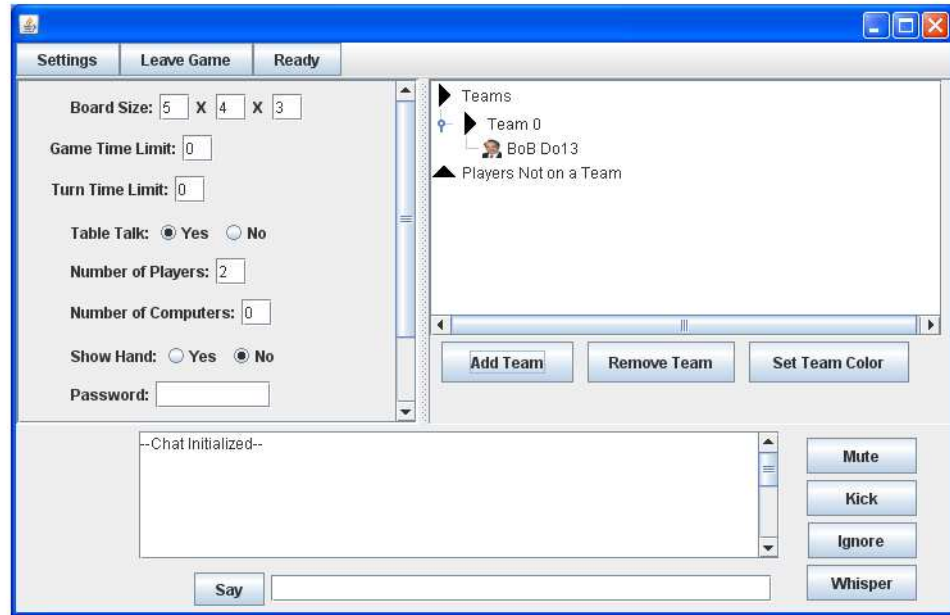
From this window you have the option of changing user settings, joining a game, or creating a new game. These will be covered in the subsequent sections.

3.2 User Settings



In this window you can set your avatar (image that is placed on the board after each move), user name, and board type (a choice is given between 2-d and 3-d).

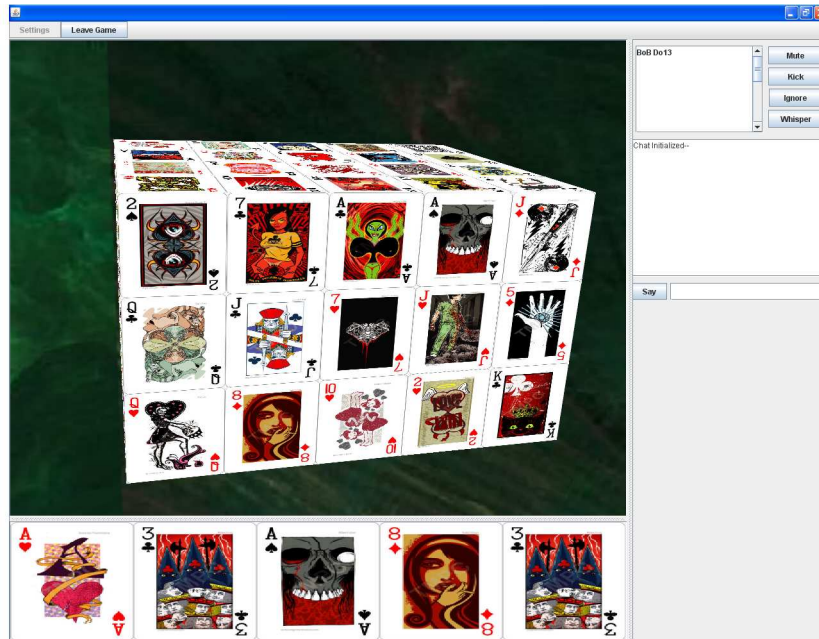
3.3 Create new game



When you click on the new game button you become the game room administrator.

From this screen you can set the parameters of the new game. For example you can choose the size of the game board, number of players allowed in the room at a time and set up teams and team colors. Teams are configured on the right hand side of the screen. Players can be dragged into teams by clicking and dragging their icon and name into the respective teams. Players not on a team will be observers to the game and will not be able to make any moves.

3.4 Game screen



When the game room administrator starts the game this window is displayed. From here you can select cards and make moves. As an aid when you select a card it will automatically dim the cards on the board that do not match. This window also has a chat window.