

Project Breakthrough

Project Breakthrough developed by Marvin Ibenthal, Sebastian Smyk, Norman Weinert und Maik Kuemmel.

Installation and getting started

1. Unzip the archive.
2. Navigate to "Project Breakthrough/breakthroughPP" using the console and type in "ant jar" to compile and build the jar.
3. Type in "ant run" to start the game or go to "Project Breakthrough/breakthroughPP/build/jar" and type in "java -jar Breakthrough.jar" (last method has a better console output). If you have a previous version installed, please run "ant clean" first.
4. Now have much fun with our game :) !.

Basic Gamerules

The first player will be the red player and starts at the bottom of the Gamearea. The second player will be the blue player and starts at the top of the Gamearea.

Winning is achieved by accomplishing on of the following goals:

1. Get a stone of your color to the baseline on the opposite side
2. Hit(=remove) all stones of your opponent.

In one turn you can do one of the following moves:

1. Move one stone of your stones straight or diagonally onto an empty field directly in front of you.
2. Hit (and therefor remove) an opponent stone diagonally. (Not straight!)

The red player gets the first turn.

You and your opponent will do your turns alternating.

Game Options

Load Allows you to Load saved Settings(Yes or No).

Size Allows you to specify the size of your game area. (Width between 2 and 26, Height between 6 and 26)

DebugMode Option to enable debugging mode (shows all possible turns and 'graphical' output on console)(on or off).

Player1 -I Gives you a Human Player (=you).

-D Gives you an easy (choosing Moves randomly) KI.

-S Gives you a more advanced KI.

-PawnSuicide Just try it.

Player2 -I Gives you a Human Player (=you).

-D Gives you an easy (choosing Moves randomly) KI.

-S Gives you a more advanced KI.

-PawnSuicide Just try it.

-offer/-find Allows you to host (-offer) or join (-find) a network game.
You will be asked to input your opponents IP-Address later.

delay If you have chosen a KI-Player you can enter a delay between the moves (in seconds).