Locomotion Commotion

Contents

1. Introduction

Welcome to Locomotion Commotion, the exciting train game where **you** are the conductor. Locomotion Commotion is a two player, turn-based Player versus Player (PvP) game where you plan and route trains between different European cities. You, as the player, choose and receive goals to complete, scoring points as you complete them depending on how efficiently they are completed. The faster you are, the more points you get! Resources can be deployed to travel from one station to another and aid your progress in a variety of forms, where additional resources can be purchased from the in-game shop. The player to reach the highest score by the turn limit count wins, but be warned, obstacles may hinder your progress! Look out for the yetis!

2. System Requirements

Operating Systems: Windows Vista, Windows 7, Windows 8, Oracle Linux 5.5+, Oracle Linux 6.x (32-bit), Oracle Linux 6.x (64-bit), Oracle Linux 7.x (64-bit), Ubuntu Linux 10.04 and above, Mac OS X 10.7.3 or later
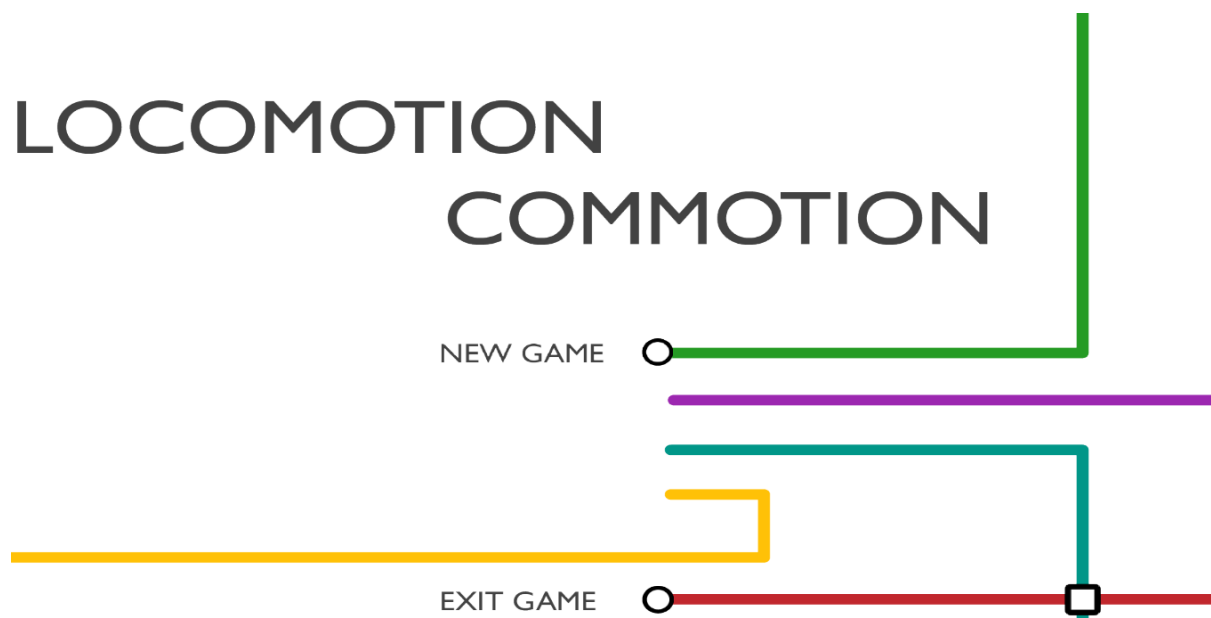**Disk Space:** 204 MB
RAM: 128 MB
Processor: Pentium 2 266 MHz
Java 7 Required

3. Getting Started

Download the game from: http://sepr-eep.github.io/assessment-3/

Once downloaded, simply open the JAR file called "LocomotionCommotion" to start playing Locomotion Commotion.

4. The Main Menu and Starting a New Game

Select "NEW GAME" to start a new game of Locomotion Commotion. This will take you to the screen shown below.
Select "EXIT GAME" to leave the application.

You will then be asked to select the game mode to play, type the players' names in the boxes and select the number of turns you want the game to last for. Once you are happy, click "GO" to start the game.

5. Playing the Game

The goal in Locomotion Commotion is get a higher score than your opponents by completing goals whilst simultaneously hindering your opponent's progress. The game is turn based and ends after a set number of turns. The player with the highest score at the end of the game wins. If both players have the same score at the end of the game, then the game will enter 'sudden death' and the next player to complete a goal will be victorious.

5.1. The Map
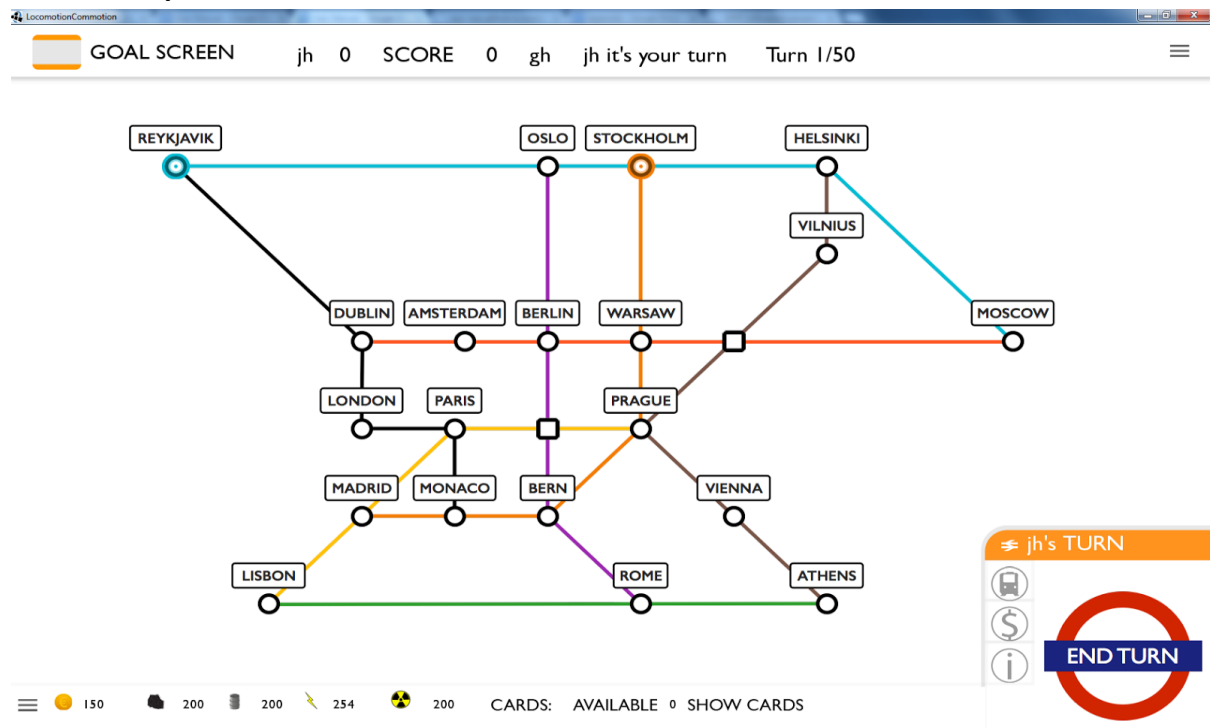
Stations are depicted by circles while junctions are depicted by squares. The lines between them represent the railway lines. Player 1's stations are outlined in blue while Player 2's stations are outlined in orange. Trains are depicted in the player's colour by a circle with a dot in the middle.

5.2. Choosing a Starting Station and Different Fuel Types

At the beginning of a new game, each player must in turn select a starting station. The player's first train will start here.

At the beginning of each turn, the amount of fuel specified on the station's description will be added to the player's inventory. Not only this, but the starting train's type will be determined by the type of fuel generated by this station. For example, if electricity is generated by the station, the starting train will be an electric train and so will be powered using electricity. There are 4 different types of fuel:

- Coal
- Oil
- Electricity
- Nuclear fuel

5.3. Turns

During their turn, a player can:

- Select goal tickets complete
- Assign goals to trains
- Move their trains to complete goals
- Purchase stations (Not yet implemented)
- Purchase new trains and place them on the map, or sell trains already in your possession (Not yet implemented)

- Purchase and sell fuel
- Purchase, sell and use item cards to either help their trains complete goals, or hinder their opponents trains from completing goals

A player can end their turn by clicking the "End Turn" button in the bottom right corner of the game screen.

5.4. Selecting Goals

Click on the "GOAL SCREEN" button in the top left corner of the game screen to enter the goal screen.
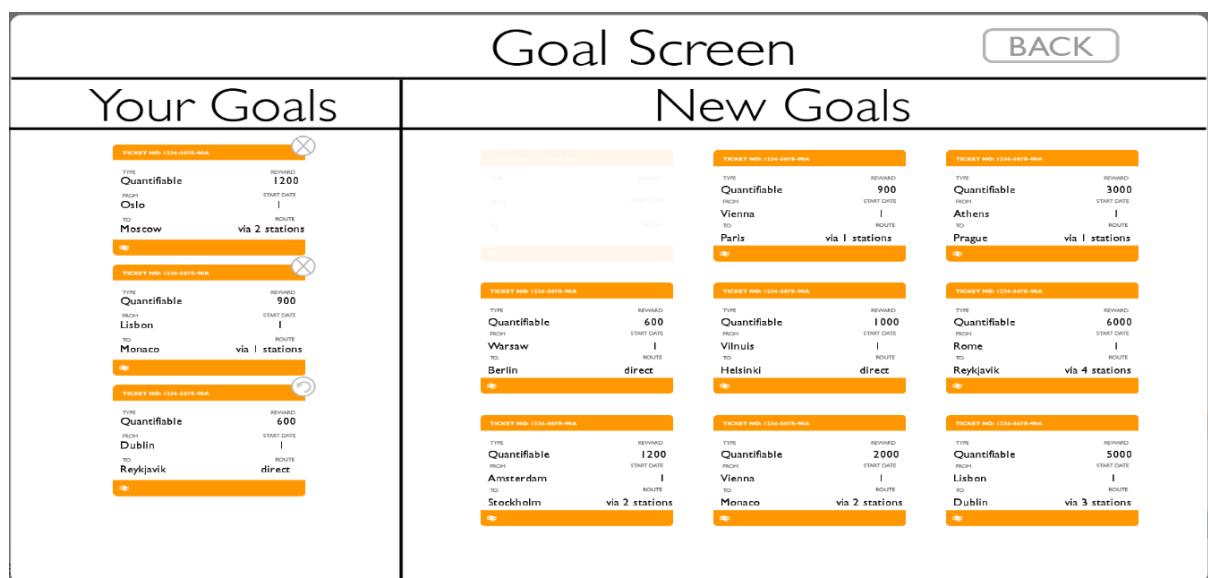
When hovering the mouse over a ticket, the "Add to Your Goals" button will appear. Click the "Add to Your Goals" button to add the ticket to your goal inventory. If you have only just added a ticket, you can return it to the list of available tickets by clicking the undo on the top right corner of it in your inventory. If the ticket was added to your inventory on a previous visit to the goal screen, there will be a cross icon instead of the undo icon. Click on the cross to remove the ticket from your inventory (this will NOT return the ticket to the list of available tickets). Each ticket represents a different goal. The ticket displays:

- **Type:** The type of goal. Either Absolute or Quantifiable. Absolute goals only require you to get a train from the start station to the destination. Quantifiable goals require you to do this while passing the same number of stations specified by "Route" or less to complete the goal successfully. If you pass more intermediate stations you will fail the goal.
- **From:** The starting station for the goal. The goal begins when the assigned train reaches this station.
- **To:** The destination for the goal. The goal is completed when the assigned train reaches this station (provided any special requirements are met).
- **Reward:** The number of points added to your score when the goal is completed.
- **Start Date:** The turn the ticket was assigned to a train. (Not yet implemented)

● **Route:** Details about the route that must be followed to complete the goal. Shows the maximum number of stations that the train can pass and still complete the goal successfully.

Click "Back" to exit the goal screen.

5.5. Assigning a Goal to a Train

Click on the ticket icon in the top left corner of the game screen during your turn to view your tickets. Hover the mouse over a ticket to make the "Plan Route" button visible. Click on the "Plan Route" button on the ticket representing the goal you wish to complete. You will then be prompted to select a train to assign the goal to. Click on one of your trains to assign the goal to that train.

5.6. Moving Trains

Once a goal has been assigned to a train, you can start moving that train. Click on the train to display the train's status. Click the "Plan Route" button at the bottom of the train's status display to enter Routing Mode. Click on a station or junction adjacent to the train to add that station/junction to the route. Click on stations/junctions adjacent to the last one added to add it to the route. The Routing Mode window in the bottom left corner of the screen displays:

● **Route Length:** The total length of the selected route.
● **Route Remaining:** The distance that still needs to be travelled by the train to complete the route.
● **Fuel Cost (*Fuel Type)*:** The amount of fuel that will be used by the train to complete the route. The type of fuel that will be used is displayed in the brackets.

It also contains 4 buttons:

● **Confirm:** Click this to save the selected route and leave routing mode.
● **Undo:** Click this to remove the last selected station/junction from the route.
● **Cancel:** Click this to remove all stations/junctions from the route.
● **Abort:** Click this once a train has started moving to delete the route and halt the train's movement. If clicked before the route has been confirmed it has the same function as the "Cancel" button.
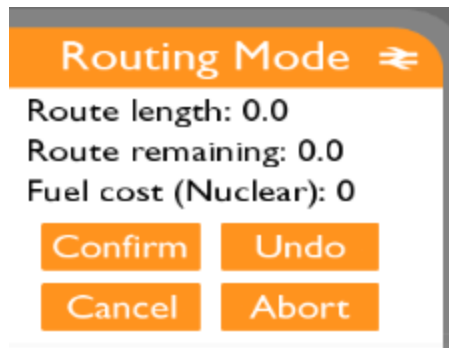
Once a route has been confirmed, the train will begin to travel along the route at the end of the player's turn. The distance it travels at the end of each turn is determined by the train's speed. If the speed is higher, the train will travel further.

5.7. The Shop

Click the dollar sign button in the bottom right corner of the game screen to open the shop. There are 2 options:

"BUY" opens up a screen, stating your gold amount at the top of the screen. You will need to buy fuel from time to time to allow you to travel from one destination to the other. You can buy:

- Coal
- Oil
- Electricity
- Nuclear fuel
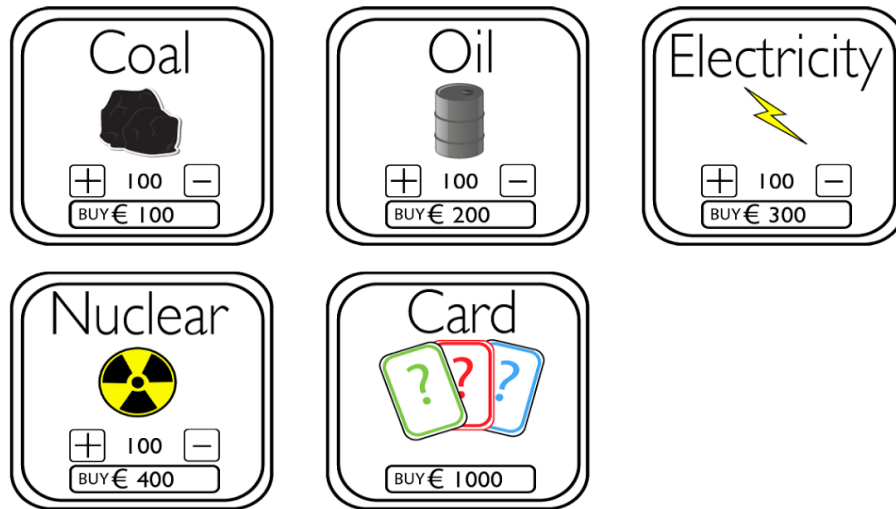- Cards - useful power up to help you or hinder your opponent

The amount of each fuel you buy can be increased by 100 by clicking the "+" button, or decreased by 100 by clicking the "-" button.
Click the "Buy" button to buy the fuel or card for the specified price and add them to your inventory.
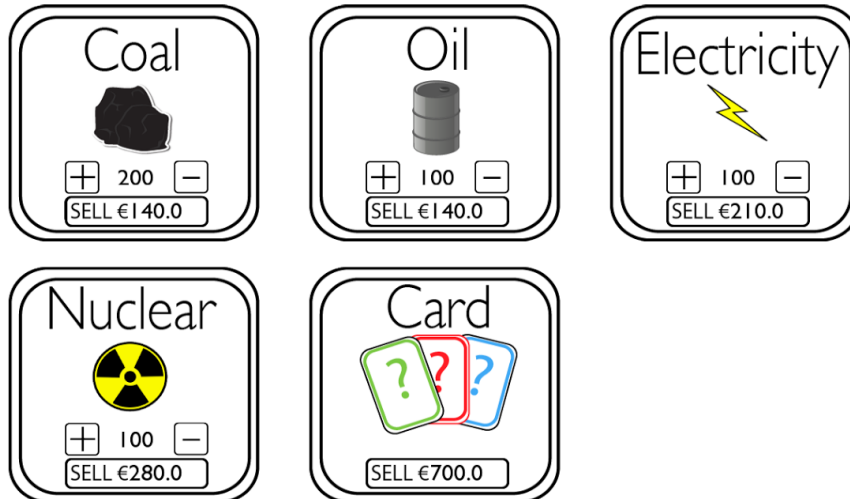
Shop: Buy 🪙 100   [BACK]

Coal	Oil	Electricity
[+] 100 [−]	[+] 100 [−]	[+] 100 [−]
BUY € 100	BUY € 200	BUY € 300

Nuclear	Card
[+] 100 [−]	
BUY € 400	BUY € 1000

⬛ 200   🛢 281   ⚡ 200   ☢ 200

"SELL" opens a screen similar to the "BUY" screen. This works the same for fuel except you sell the amount of fuel you have to select and receive the amount of money specified when you click "Sell". You can also sell cards you have in your possession. You may wish to do this if you desire a different resource to travel from one destination to another when you are in excess of another.

## Shop: Sell 🪙 240   [BACK]

Coal	Oil	Electricity
[+] 200 [−]	[+] 100 [−]	[+] 100 [−]
SELL €140.0	SELL €140.0	SELL €210.0

Nuclear	Card
[+] 100 [−]	
SELL €280.0	SELL €700.0

⬛ 0   🛢 281   ⚡ 200   ☢ 200

5.8. Cards

You can view the cards in your inventory by clicking "SHOW CARDS" at the bottom of the game screen. Click on a card to view it, then click on "Use Card" to use it. There are 7 different cards with different effects:

- **Gold:** Use this card to receive some gold
- **Coal:** Use this card to receive some Coal
- **Oil:** Use this card to receive some Oil

- **Electricity:** Use this card to receive some Electricity
- **Nuclear:** Use this card to receive some Nuclear fuel
- **Teleport:** Use this card to move your train to a random location
- **Go Faster Stripes:** Use this card to increase the speed of your train for the turn
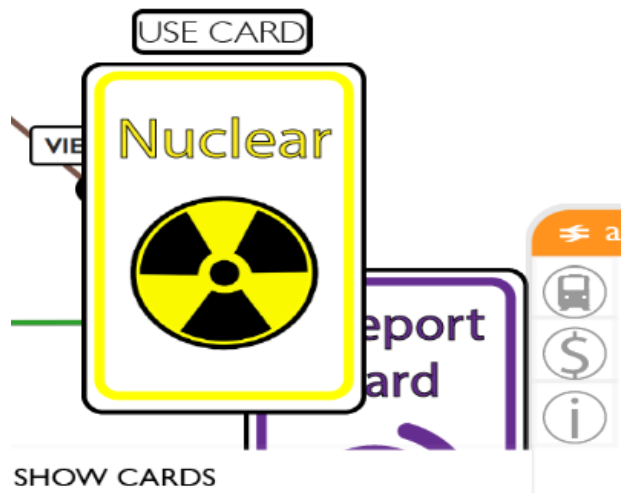
5.9. Random Events (Obstacles)

Events which affect the speed of your trains can occur randomly throughout the game (with a chance of 15%). If an event happens, a text box will appear at the start of your turn, explaining the event and its effects. A message will inform you that your train will slow down to a percentage of its normal speed for a number of turns. Once that number of turns have passed, the train will return to its normal speed.
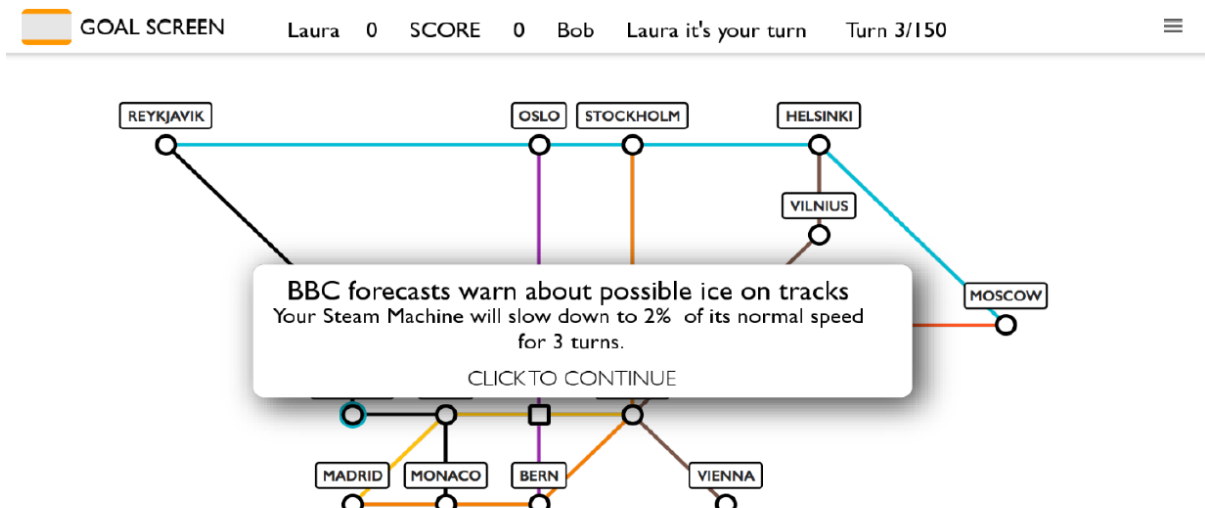
5.10. Winning a Game
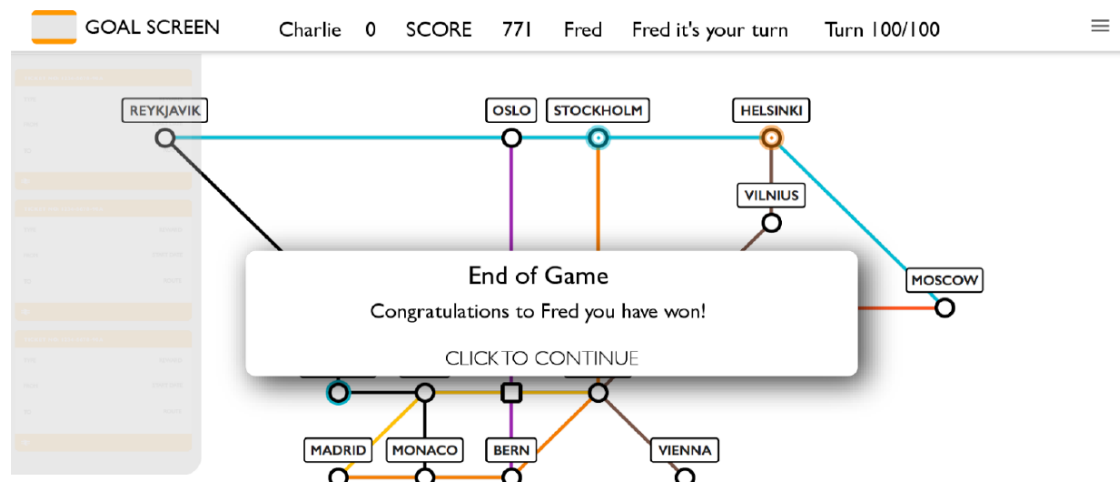
A player will be declared the winner once the turn limit has been reached (e.g. in the example above, the current turn limit is 100 and has been reached). The player with the highest score by the end of the game will be declared the winner.

If both player's scores are equal when the current turn reaches the turn limit, the game will not end, but will instead enter into 'sudden death'. Player's will continue playing turns until either player scores points first. This player will be declared the winner. An example of this is shown below, with players being on turn 54 / 50.