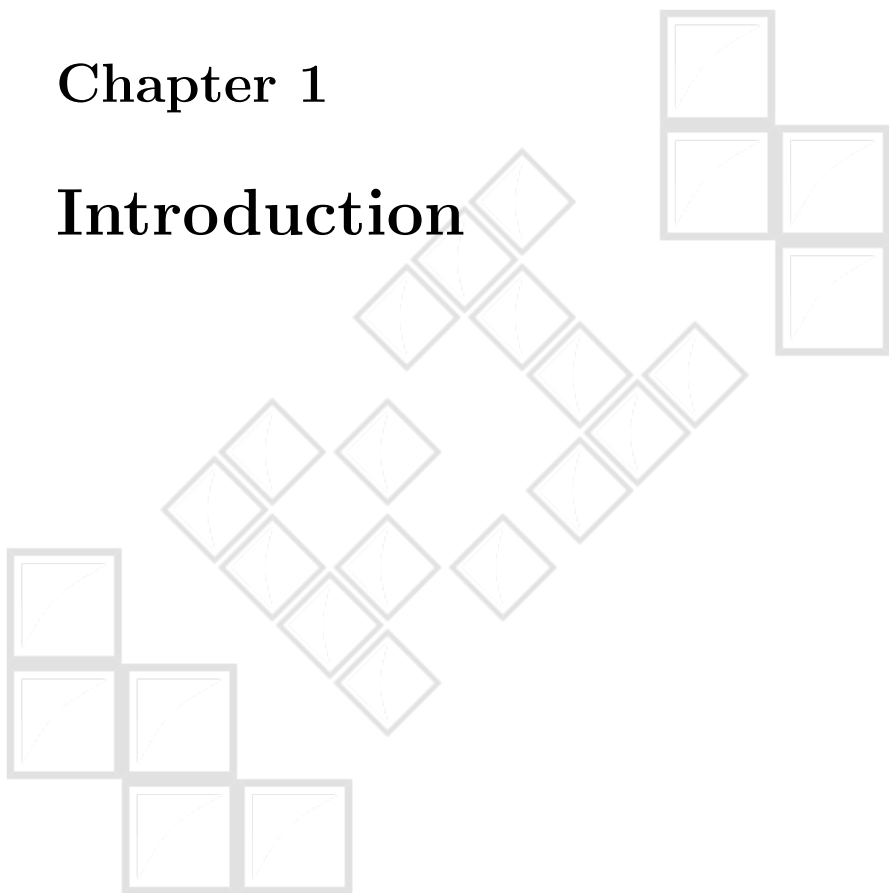


Project Eris

Team Adrastos

Chapter 1

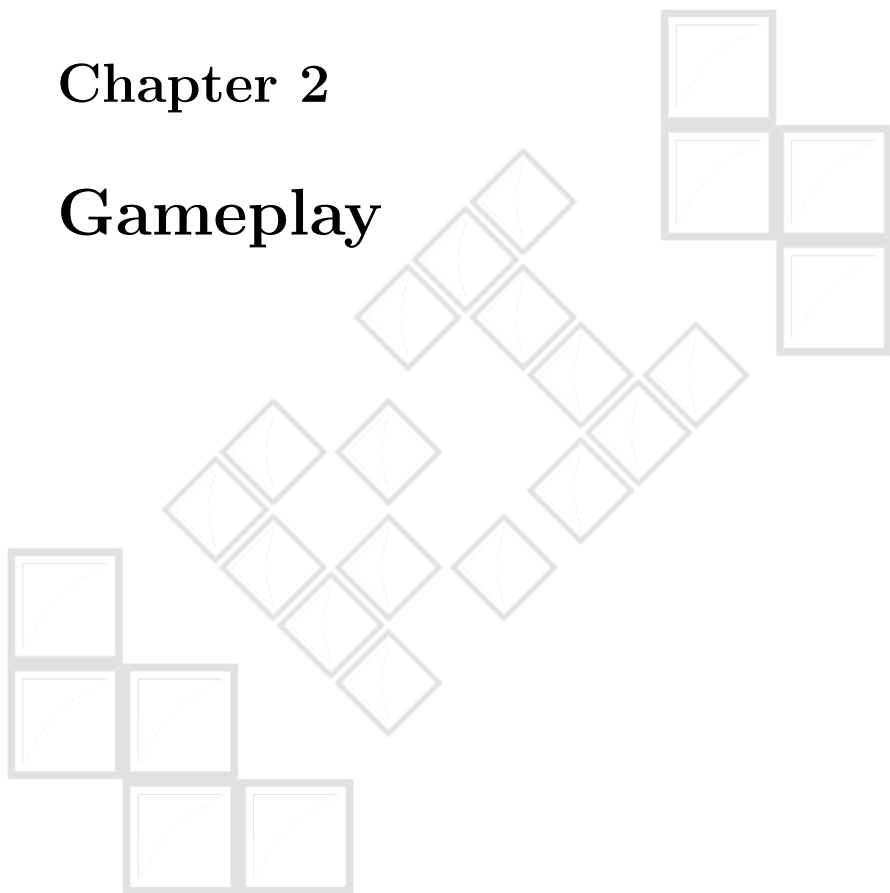
Introduction



Project Eris is a free, open-source, multiplatform game that is based on the BlokusTM board game. It is designed to be very user friendly and easy to jump into and play. This manual will teach you the basics of how to play the game and all of the user interface elements. The manual will be available in both printed and digital forms.

Chapter 2

Gameplay



Project Eris is played by four people, or two people each controlling two players' actions. To play, each player takes their turn to place a piece on the board, starting from their starting position.

Figure 2.1 shows Player Green and Player Blue's toolboxes. A toolbox is where a player's pieces are kept and from where the player moves their pieces to the board.

Any piece may be placed on the first turn, as long as it occupies the starting position square.

Figure 2.2 shows the game board with each player's starting position represented by a circle of their color. This square is where the player must place a piece on their first turn.



Figure 2.1: Toolboxes

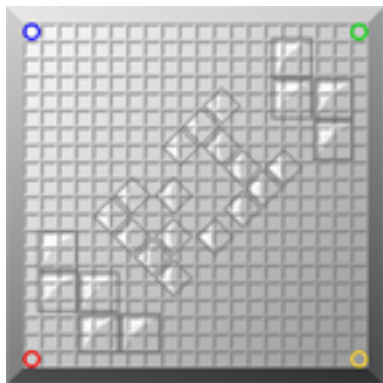


Figure 2.2: Board

On every following turn, the player must place a piece that connects only by a corner to one of their own pieces so that a player's pieces cannot share edges, though one player's pieces can share an edge with a different player's. The game continues until any player is unable to place a piece. At this point, the remaining players total the area taken up on the game board, and the player with the most total area is declared the winner.

Figure 2.3 shows two correctly placed pieces by Player Blue and another piece in a possible position. The pink border around the piece indicates that it may be placed in the current position. The detection of possible locations is lenient and will allow a player to place a piece if it is about half a square away from a possible position.

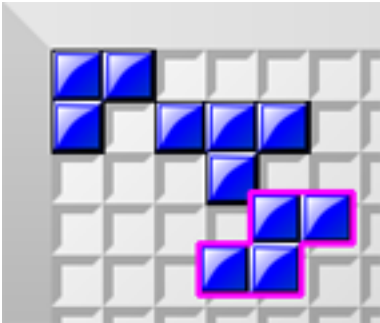
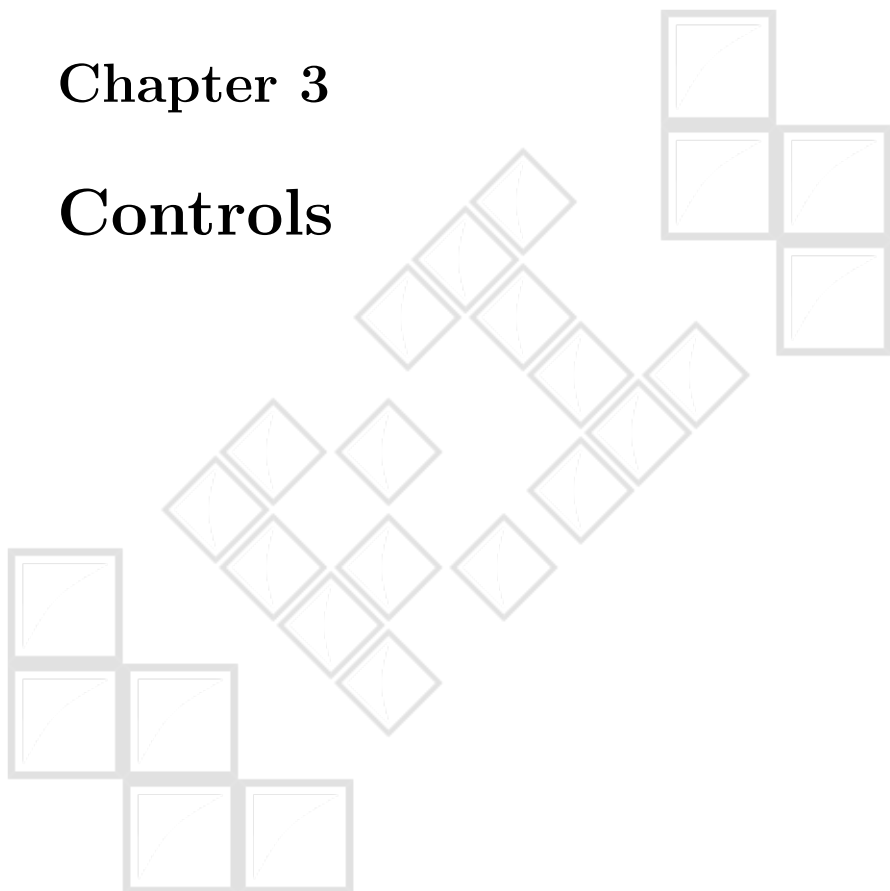


Figure 2.3: Pieces

Chapter 3

Controls



The controls for Project Eris are made to be as simple as possible. To place a piece, a user clicks and drags the piece that they want to place. When a piece is in a possible position, indicated by a pink border around it, it can be placed by hitting the Enter key. If the player clicks away from the selected piece, it will move back to its original position. When a piece is selected, it can be rotated and flipped using the arrow keys. The left and right arrows rotate the piece counter-clockwise and clockwise, respectively. The up arrow flips the piece horizontally, and the down arrow flips the piece vertically.







| Key | Function |
|---|---|
|  | Select a piece |
|  | Place selected piece |
|  | Rotate selected piece counter-clockwise |
|  | Rotate selected piece clockwise |
|  | Flip piece horizontally |
|  | Flip piece vertically |

Table 3.1: Controls