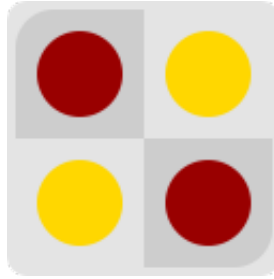

Quattuor

Release 1.1.0

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Quattuor is an educational game that combines vocabulary learning with the famous game Connect Four.

The program is released under the [GNU General Public License \(GPL\) version 3](#).

1.1 Installation on Linux

1.1.1 Installing Quattuor

Before installing Quattuor please check the [Dependencies](#) at the bottom.

After downloading the [source code](#) from [GitLab](#) extract the archive to a folder of your choice.

To install Quattuor simply run the script `install.sh` in the main directory.

To uninstall the application run the script `uninstall.sh`.

1.1.2 Running uninstalled

If you downloaded the application from GitLab and don't want to install Quattuor, simply execute `run.sh` in the main directory.

In this case the game is only available with an English graphical user interface.

1.1.3 Dependencies

Build-time dependencies

As build-time dependencies you need [Meson](#) and [gettext](#) for localization.

Install the dependencies by using the following shell command:

- Arch Linux: `sudo pacman -S meson gettext`
- Debian/Ubuntu: `sudo apt install meson gettext`
- Fedora: `sudo dnf install meson gettext`
- openSUSE: `sudo zypper install meson gettext-tools`

Runtime dependencies

Quattuor strongly depends on Python 3 and GTK+ 3:

- GTK+ 3 (≥ 3.16)
- Python 3 (≥ 3.3)
- PyGObject (≥ 3.16)
- Pycairo (≥ 1.10)

Install the runtime dependencies by using the following shell command:

- Arch Linux: `sudo pacman -S python-cairo python-gobject gtk3`
- Debian/Ubuntu: `sudo apt install python3-gi-cairo gir1.2-gtk-3.0`
- Fedora: `sudo dnf install pycairo python3-gobject3 gtk3`
- openSUSE: `sudo zypper install python3-cairo python3-gobject-Gdk libgtk-3-0`

1.2 Installation on Windows

1.2.1 Installing Quattuor

To install Quattuor just follow the setup wizard of [QuattuorSetup.exe](#).

1.2.2 Building

You can build a Windows executable file and package on your own. Therefor you need to install the development platform [MSYS2](#). Just follow the installation instructions given in the [documentaton of PyGObject](#).

For freezing the Python files into a standalone executable you have to use [PyInstaller](#) (≥ 3.6). To start the build process open a mingw64 terminal and type in the following command in the main directory of Quattuor:

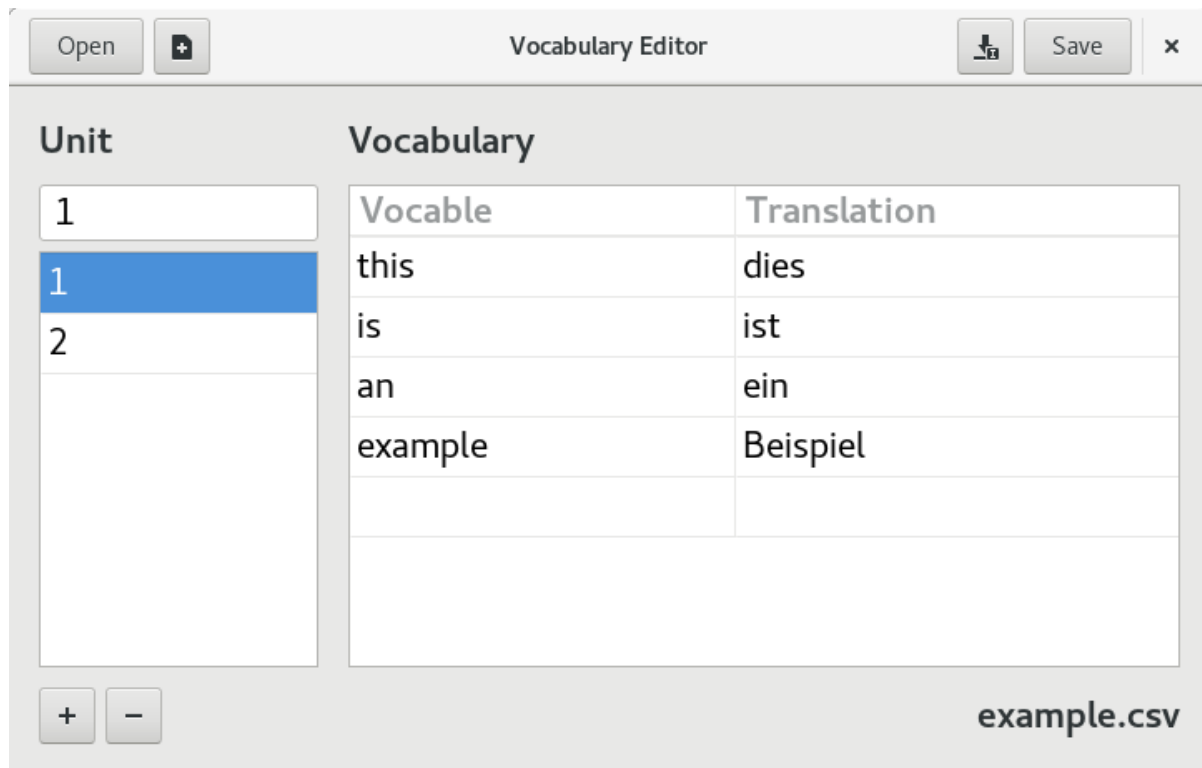
```
pyinstaller setup-win.spec
```

The full package will be created in the folder `dist`.

1.3 Getting started

1.3.1 Vocabulary list

To play Quattuor you need a vocabulary list. You can use the build-in vocabulary editor, which features easy and intuitive operation, to create new lists or edit existing ones.



Alternatively, you can create and edit vocabulary lists as CSV or TXT files by your own. Please note that the application can only load files with the following data structure:

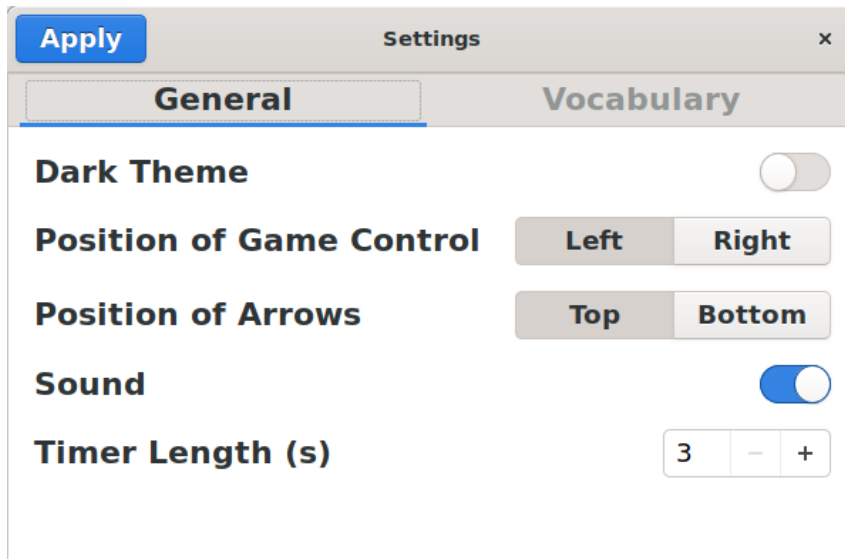
```
[unit],[vocabulary],[translation]
```

Your vocabulary list should look like this example (separated by comma, semicolon or tab):

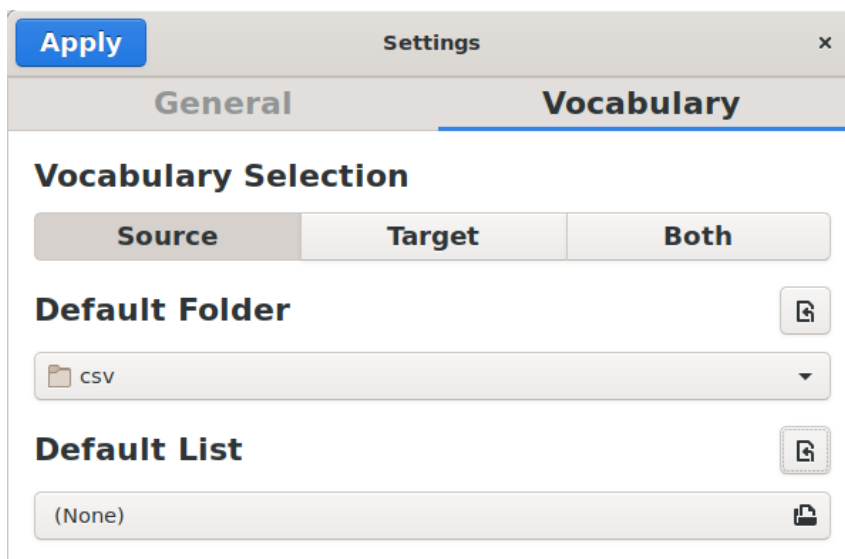
```
1,this,dies
1,ist,ist
2,an,ein
2,example,Beispiel
```

1.3.2 Settings

There are several general settings you may adapt to your needs.



Moreover you can change some options regarding to vocabulary lists, especially the mode of vocabulary selection during the game (only source language / only target language / both languages).



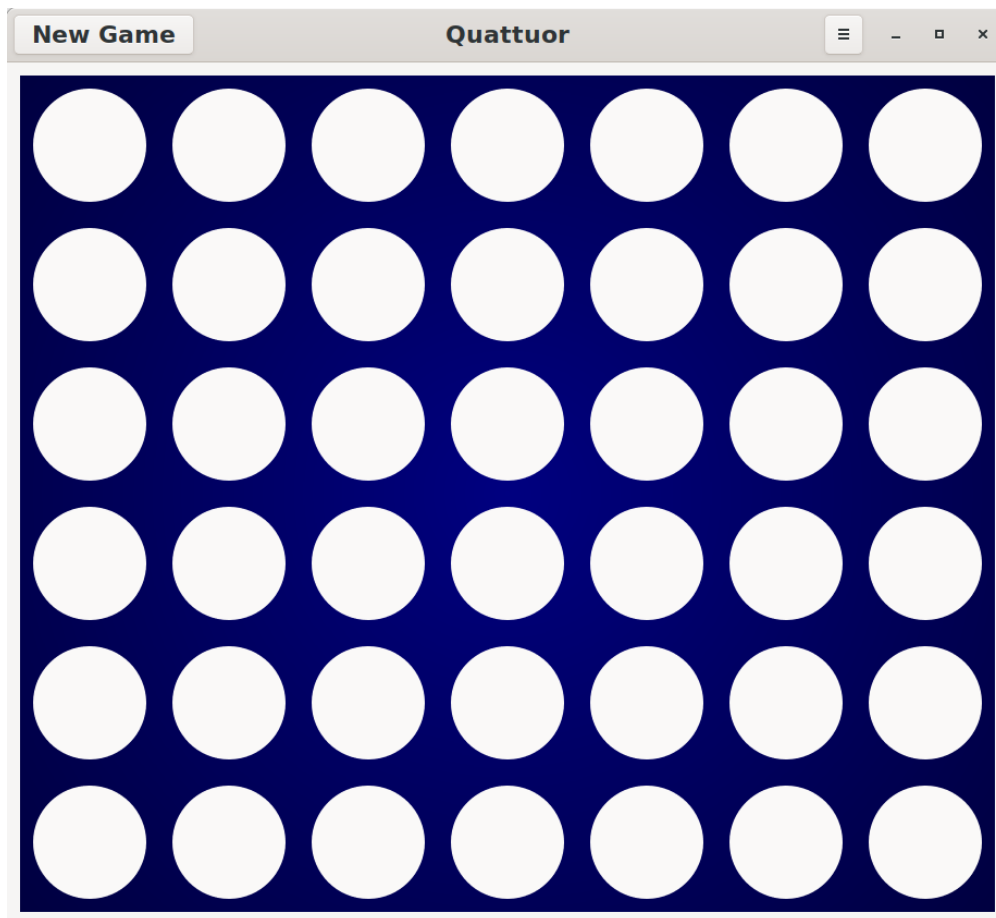
1.3.3 Teams and player numbers

Quattuor has got a game mode for playing in two competitive teams. Both teams should be equally big and consist of 4 to 16 players. Each team player has to be allocated a number. Players with the same number compete against each other. When every student is assigned to his/her team and number, you can start the game.

1.4 How to play

1.4.1 Setting up the game

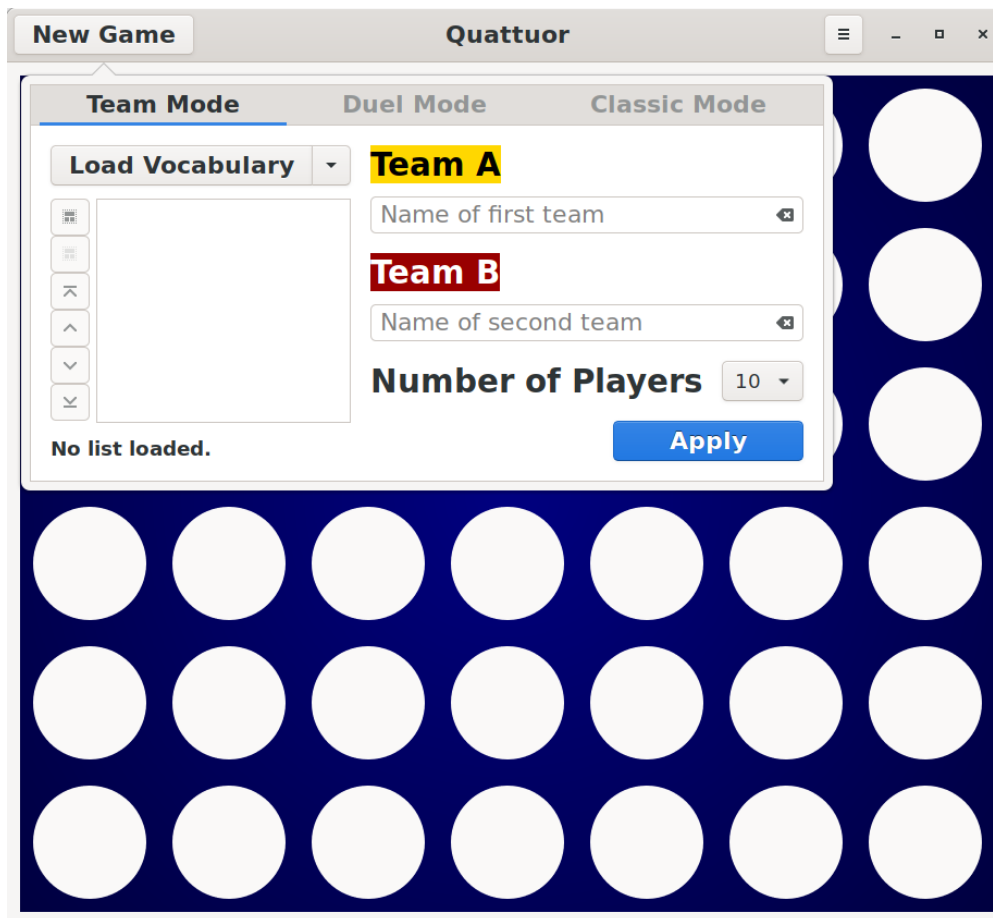
After starting the game you'll see the main window of the application. Open the options window by clicking on the button "New Game".



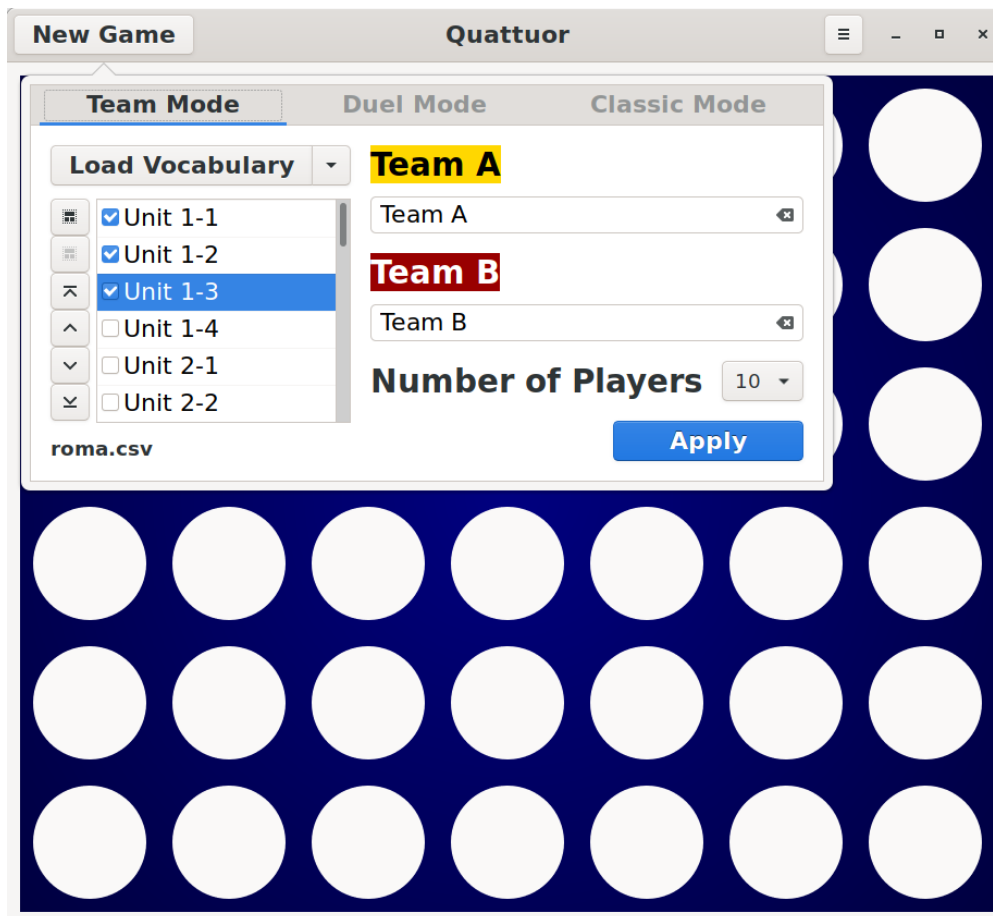
First select one of the following three game modes:

- Team mode (for teams with 4 to 16 players, with vocabulary learning)
- Duel mode (for two players, with vocabulary learning)
- Classic mode (for two players, without vocabulary learning)

If you have selected a game mode with vocabulary learning, click on the button “Load Vocabulary” and navigate to the file you want to open. Then choose the units you want your students to repeat.



Type in the name of the players/teams and select the number of players if you play the game in team mode. Finally click on the button “Apply”.

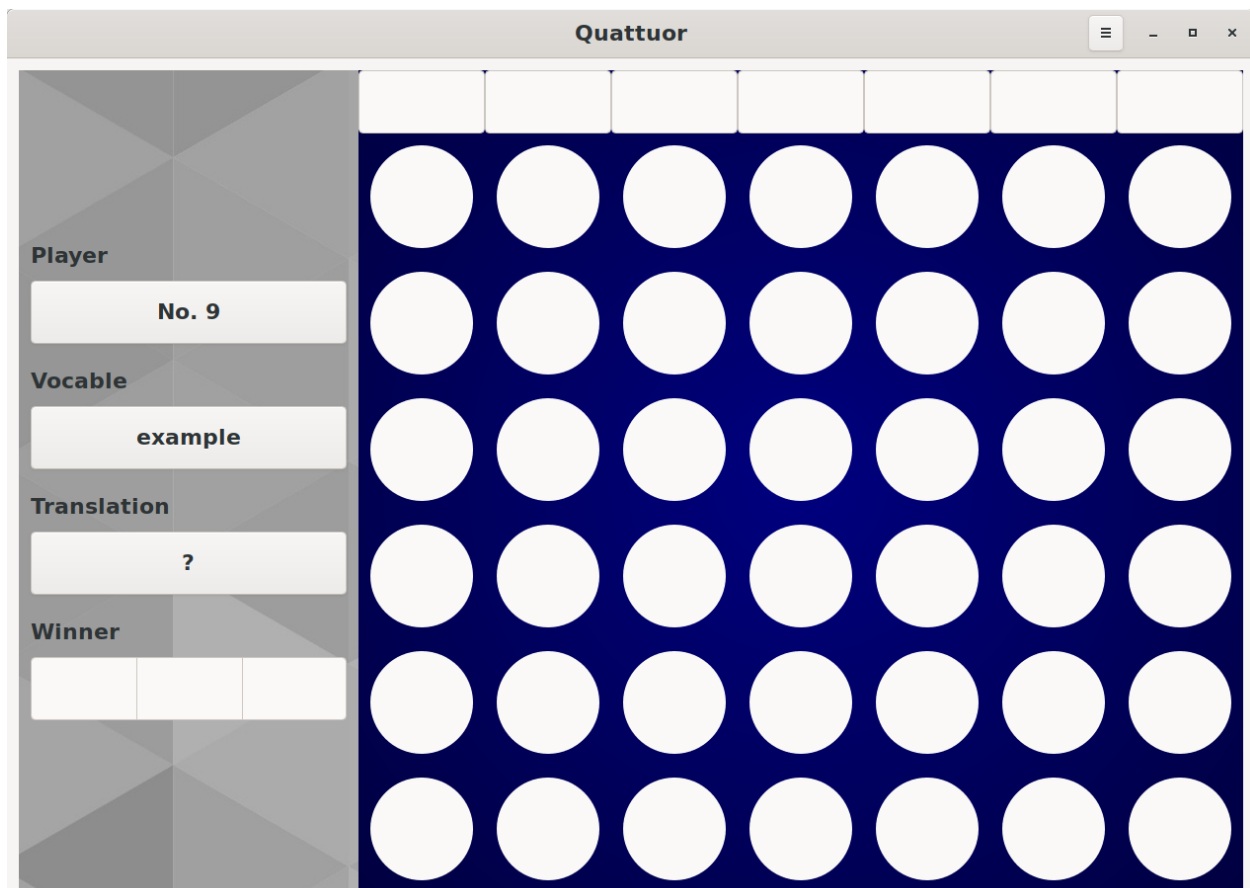


1.4.2 Playing the game

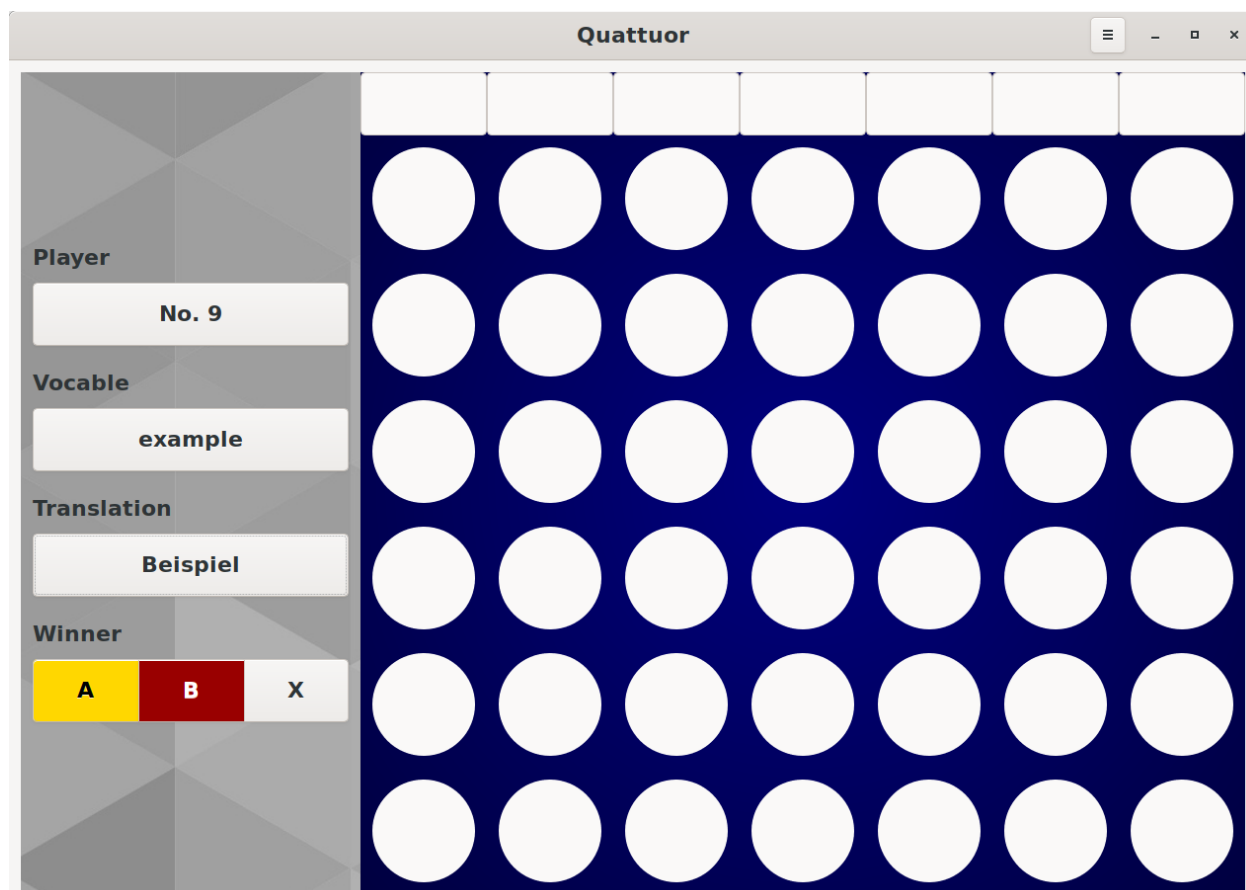
The objective of the game is to be the first to form a horizontal, vertical or diagonal line of four disks of the own color.

Team mode and duel mode

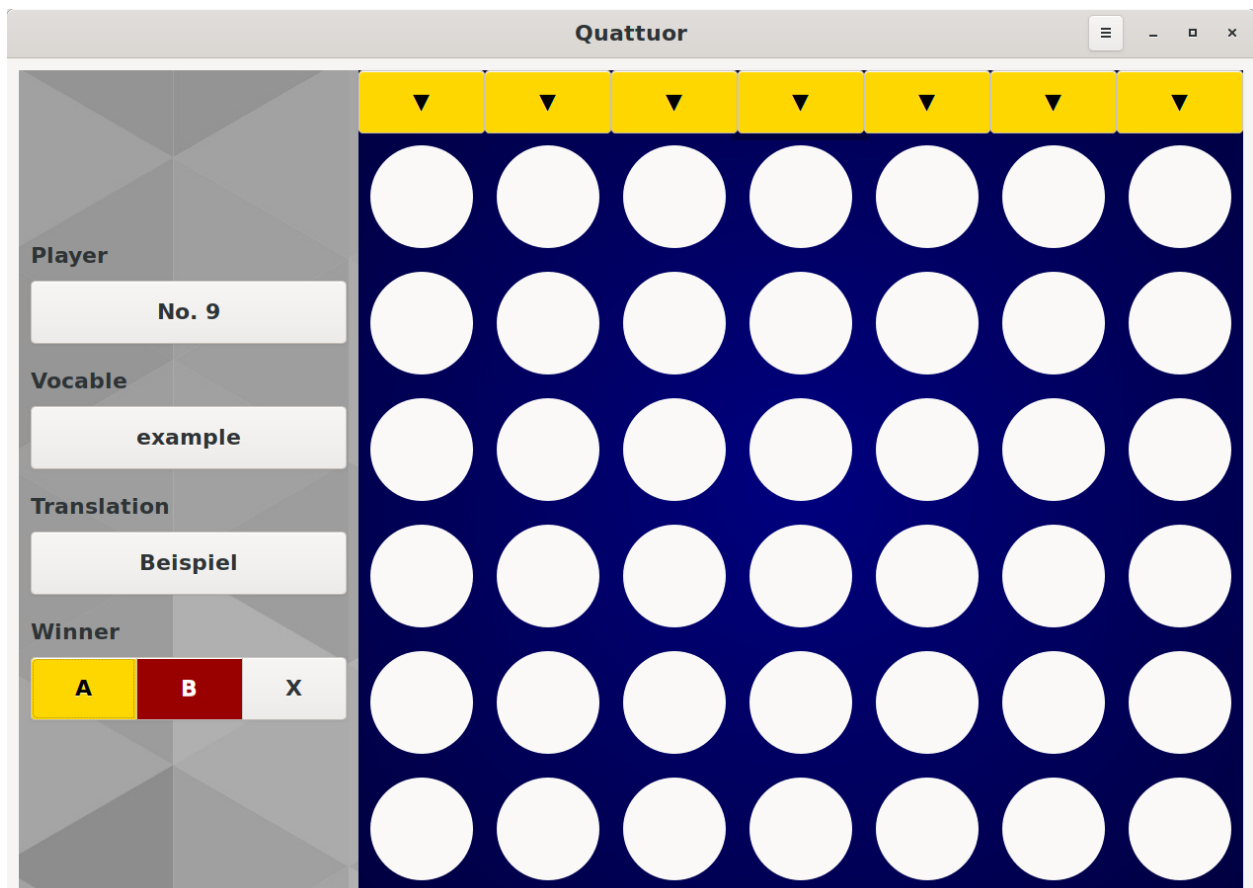
The game control is on the left side of the window. There are buttons for the player number (only in team mode), the vocable to be guessed and its correct translation. The buttons must be clicked one after the other.



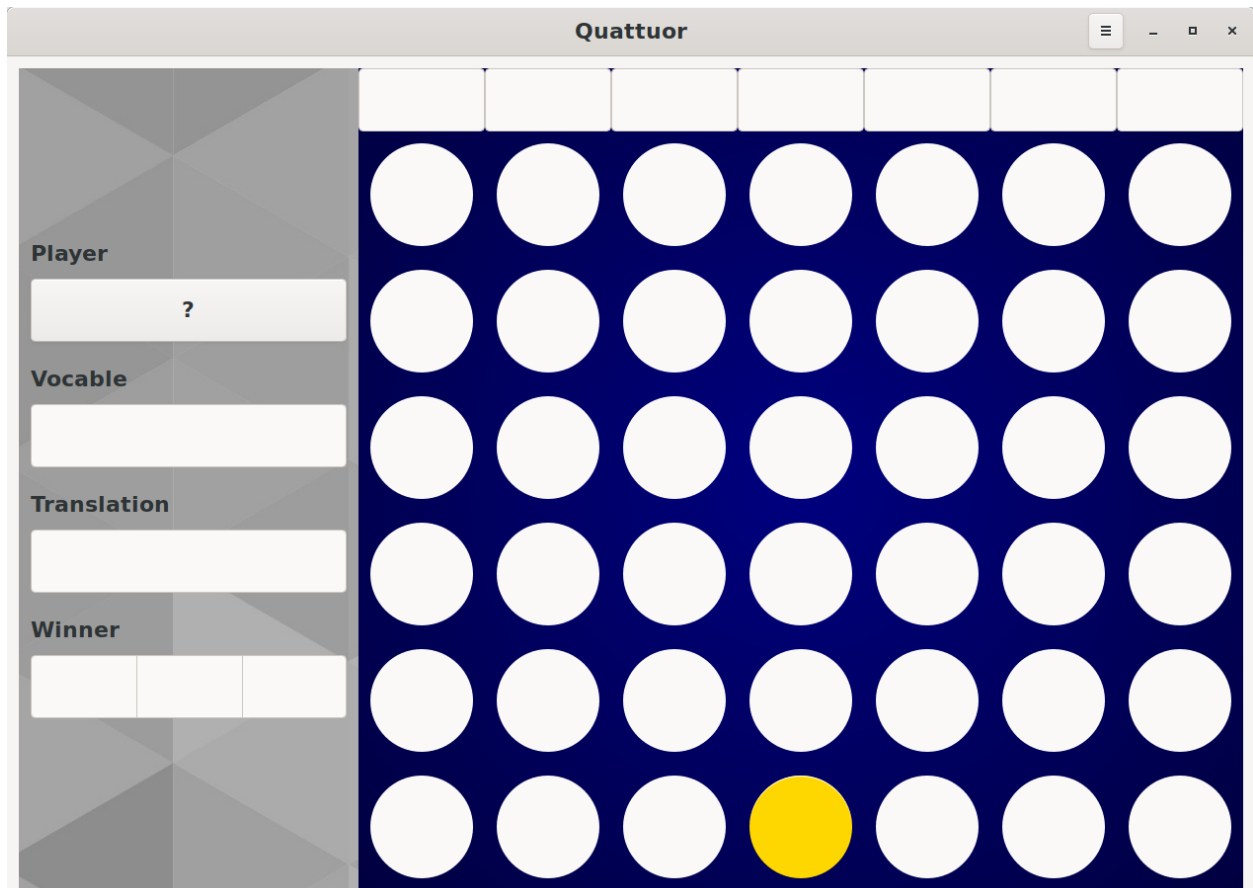
Now you'll see a yellow button, a red button and a button with the letter "X". Click on the yellow button, if the first player/team won this round, click on the red button, if the second player/team won this round and click on the "X" button, if there is no winner because both players/teams did not know the vocable or translated it incorrectly.



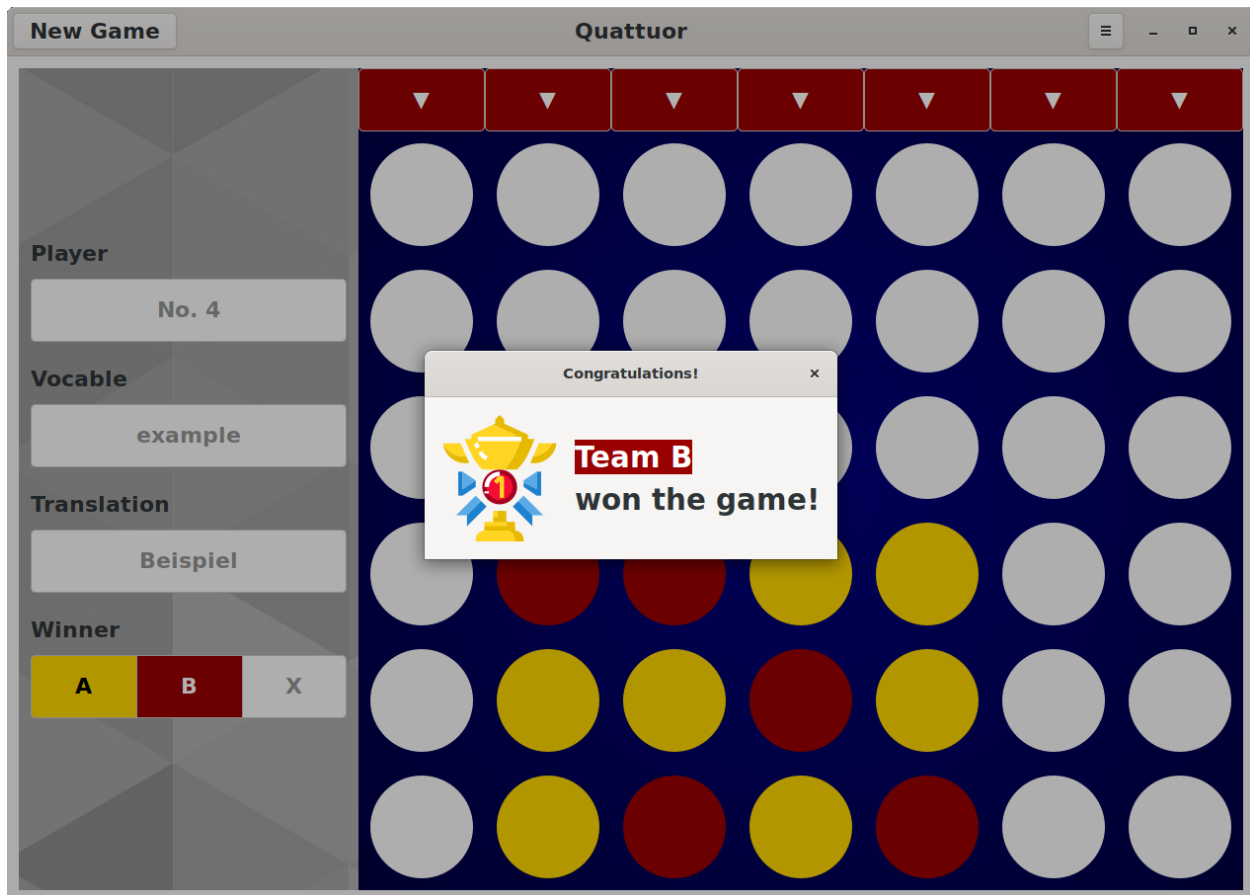
The player/team who guessed the word can drop one disk into the game board. Simply click on the arrow to choose the position.



After that the next round starts. If you play in team mode, you can remove or change the color of a disk by clicking on it.



If one player/team won the game, a victory message will appear on the screen.



Classic mode

In classic mode the game is played by two players alternately. Click on the arrow to choose the column you want your disk to fall down into. That's it!

1.5 Development

1.5.1 Roadmap

The current version of Quattuur is 1.1.0.

For future releases the following features are planned:

- better support for HiDPI
- port to GTK 4

1.5.2 Bugs

Known Bugs

At the moment no bugs are known.

Filing A Bug

If you've found a bug in Quattuor, please head over to GitLab and [file a report](#). Filing bugs helps improve the software for everyone.

1.5.3 Source Code

The full source code of Quattuor is hosted on [GitLab](#).

1.6 Credits

Quattuor is developed by Thomas Dähnrich.

Special thanks go to:

- Joe Hamilton (for his fabulous [simpleaudio](#) package)
- the developers of [MSYS2](#), [PyInstaller](#) and [Inno Setup](#)
- the Latin students of the [Vicco-von-Bülow-Gymnasium Falkensee](#) (for being enthusiastic beta testers)