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Game Design Team

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Sojourn

User Guide

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# External

This section describes anything the user needs to know in order to run the game; anything that occurs or needs to occur before the game is or can be running.

## System Requirements

In order for the game client or the game server to be run on a computer, the computer must be running a Linux-based operating system.

The computer must be connected to the internet, for both game servers and game clients.

## Game Requirements

In order to play a round of the game, there will need to be a game server running, and a minimum of four game clients. To run the game server: run the serv runnable in the Linux terminal, with an argument for a port number, for example; ./serv 7000

To run a client, simply run the app runnable in another Linux terminal. The client can be run on a separate computer from the server.

The port number given to the server as an argument should be recorded or otherwise stored by the user, as it will be later needed by any client wishing to connect to the server. Any connecting client will also require the server’s internet address. (See the Pre-Round section)

The game server and game clients do not need to be run in any particular order, however the game clients will require the game server to be running in order to proceed past the ‘Start Menu’. (See the Pre-Round section)

# Internal

This section describes anything a user can do or interact with while the game client is running.

## Pre-Round

This section describes all the steps needed to start a round of the game, from the view of a single game client user.

### The Start Menu

#### Description

Once the game client is run, the Start Menu will be displayed. On the Start Menu there are three text fields; IP, Port, and Username. The IP and Port fields are required to connect to the server, and should reference the appropriate computer (See the Game Requirements section). The Username field is used to identify yourself to other game clients on connected to the server, this field can be filled with whatever characters the user chooses.

#### Interaction

The first text field is selected by default, and pressing the ‘Enter’, or ‘Return’, key will rotate between them in a closed circle.

Clicking the Connect button will submit the contents of the text fields and attempt to connect to the specified server. If the text field information was correct, it will connect to the server lobby and display the Lobby Menu, otherwise a message will be displayed.

Clicking the Credits button will bring the user to the Credits menu, where the developers of the game will be displayed, from there you can navigate back to the Start Menu via another button.

### The Lobby Menu

#### Description

The Lobby Menu is a hub where a player is kept while waiting for a game round to begin. There is a counter in the top left for the number of players in the lobby, and it allows the player to select which classes they wish to be for the next round. The can also leave the server and return to the start menu.

#### Interaction

There are two pairs of buttons in the center of the screen, the top two allow the user to select which Vessel Class they wish to be in the next round, and the bottom two allow the user to select which Deity Class they wish to be in the next round.

The Leave button in the top right will disconnect the game client from the game server and display the Start Menu.

## Peri-Round

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## Vessels

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## Deities

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### Vitality

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### Demise

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## Gatekeepers

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### Grass-type

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#### The Lost

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#### The Guardian

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### Stone-type

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#### The Lost

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#### The Guardian

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