

## ***Server Demo Applications***

This document briefly describes the demos that come pre-installed on the Early Access server. These applications demonstrate the various features of the server in addition to serving as a model for how to develop different types of applications for the Sun Game Server.

Each application has a server-side component, and one or more client components. The server component is loaded on server startup, provided it has an entry in the SGS-apps.conf file. The client side applications exist in the “client” directory, with convenient startup scripts for each one in the “bin” directory.

Note that the file SGS-apps.conf controls which demos are loaded on server startup. By default, all demos are loaded.

### **Chat Test**

This application demonstrates channel communication by implementing a simple chat client. It also demonstrates how hybrid clients can connect to the same server application. There are three sample clients that can connect to the Chat Server application: a JSE client, a C++ client, and a JME client.

### **Battleboard**

This application demonstrates how a simple two player, turn based game might be implemented on the server. There are two different startup scripts (startBattleboardClient1 and startBattleboardClient2) that login as two different players. On each turn, a player attempts to find the other player's blue circles by clicking on a circle in the opponent's grid. The first player to find the other's two blue circles wins.

### **Swordworld**

Swordworld is a simple text adventure in the style of older RPGs. Since Swordworld's source code is the most thoroughly documented of all the demos, it is a good place to start for gaining insight into the internals of a server application.

### **Matchmaker**

This application demonstrates how a simple match maker might be implemented on the server. Features include: joining/leaving lobbies, creating and joining games, chatting in either games or lobbies (including filtering of chat messages), and booting or banning players. Multiple instances of the client can be launched in order to simulate any number of players.

## **Hack**

Hack a simple "Dungeon Crawler/Hack and Slash". In addition to demonstrating many of the server features of Swordworld, it also shows how one might implement enemy A.I. Note that Hack is disabled by default. Due to a known server issue, the server should be started with the "-c" switch if Hack is running.