

**Bored Game: (T3) Adam Stammer, Stephanie Smith, Henry Weber, Akin Tema-Lopez**  
<https://github.com/AdamStammerWSU/410/tree/master/BoardGame>

Run the game either by double clicking boredGame.jar, or by using “java -jar boredGame.jar” in the console while in the game folder.

When you start the game, there will be a pop-up asking if you want to host the game

**If you click yes**, a new popup will ask which port you want to host the game on. This port must be port forwarded in your router configuration for the game to function over the internet. A new popup will ask how many games you want to play before the match is complete. Enter the number, it must be between 1 and 10. If the answer to this question is not an acceptable number, one match will default to 10 games.

**If you click no**, a new popup will ask for the ip address of the server you wish to connect to. Then a new popup will ask for the port number to connect to.

Unfortunately, the game currently lacks any network recovery features, so if anything goes wrong in connecting, the game will crash without warning. The only output this will produce, will be in the console, assuming you run the game with console output. Input into the prompts is also not currently sanitized, so make sure you don't mess up typing the ip and/or port. If you do, you will have to reopen the game and try again.

**Testing Locally:** When prompted for an ip address, if you click cancel the game will just use localhost. When prompted for a port address, if you click cancel, the game will just use 25565. This makes testing the game locally much faster using the following answers to the prompts:

Server: Yes → Cancel

Clients: No → Cancel → Cancel

Alternatively, you can just use any port, and “localhost” or “127.0.0.1” for the ip address.

**Testing Over The Internet:** When prompted for an ip address, enter the server ip address in a [xxx].[xxx].[xxx].[xxx] format (i.e. 127.0.0.1). When prompted for a port enter just the port number (i.e. 8080). Make sure the server is up and running before trying to connect as a client, or the client will fail to connect and close. As mentioned earlier, make sure the port is forwarded in router configuration of the server. You may require additional firewall configuration to allow the game through.

You must have 3 clients connect to the server before the game begins. From here, a player is randomly chosen to start and the game.

You start with 3 randomly generated numbers in your hand (1-20). On your turn you can use the dropdown to choose another number to add to your hand. Your goal is to have all of the numbers of all of the other players. The corresponding dot will turn green when you have all of the numbers of another player, and red when you don't. When all of the dots in your row are green, you won the game! Points are awarded at the end of the game (10 if you lose, 1-9 if you win based on how many numbers are in your hand). After the specified number of consecutive games, the player with the lowest score wins the match!