POLITECNICO
MILANO 1863

Council of Four
Server Manual

Authors

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Launching the game

The server can be started only from console.

It is required that the folder mapfile conteining all the configuration files is in the same folder as the jar file.

After accessing the containing folder, the game is executed with the command:

   java -jar CouncilOfFourServer.jar

Setting game preferences

The server requires only 2 inputs form the user, which are mandatory though.

- Maximum number of players per game: the user has to specify the maximum number of players that can play the same game. Minimum is 2.
- Set the player timeout time: The user has to specify the maximum time to receive an input from a connected player, after which the player is considered disconnected.   (Minimum 10)

N.B. if an invalid input is inserted the choice has to be made again until a valid input is inserted.

Multi Instance server

The server can only be started once on the same computer (IP address)

If another server is started, it will automatically detect the one already running and shut down itself automatically.

Activity

The server user interface is only used to give a little feedback about the status of players and games.

In particular, it notifies of every new player connected or disconnected and every game started or ended

```
1 players in Waiting room
2016-07-05T01:19:08.463 - New Client connected
2 players in Waiting room
2016-07-05T01:19:18.477 New game has started with 2 players!
0 players in waiting room
```

Quitting

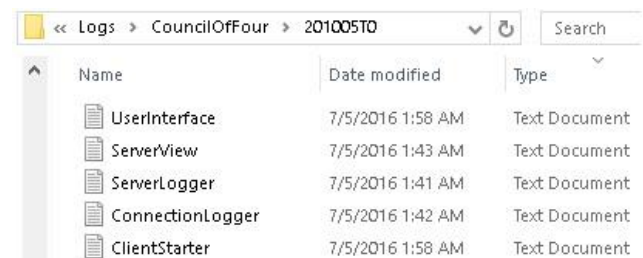The server can be quitted at any moment by writing quit on the console

```
quit
Server quits
```

Logging

All logs file are saved in

C:\Logs\CouncilOfFour*DateTimeNow*\

Where *DateTimeNow* is the date and time at which the server has started.

Name	Date modified	Type
UserInterface	7/5/2016 1:58 AM	Text Document
ServerView	7/5/2016 1:43 AM	Text Document
ServerLogger	7/5/2016 1:41 AM	Text Document
ConnectionLogger	7/5/2016 1:42 AM	Text Document
ClientStarter	7/5/2016 1:58 AM	Text Document