

GC51-Eriantys: How to play

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Contents

1 Startup	2
1.1 Starting the server	2
1.2 Starting the client	2
2 Playing CLI	3
2.1 Setup	3
2.1.1 Server IP	3
2.1.2 Username	3
2.1.3 Number of players	3
2.2 Playing	3
2.2.1 Assistant card selection	3
2.2.2 Gamephase selection	4
2.2.3 Moving students	4
2.2.4 Moving mother nature	4
2.2.5 Take the students from a cloud	4
2.2.6 Play a character card	4
3 Playing GUI	5
3.1 Setup	5
3.1.1 Server IP	5
3.1.2 Username	5
3.1.3 Number of players	5
3.2 Playing	6
3.2.1 The window	6
3.2.2 Assistant card selection	6
3.2.3 Moving students	7
3.2.4 Moving mother nature	7
3.2.5 Take the students from a cloud	8
3.2.6 Play a character card	8
3.2.7 I don't know what to do	8

Chapter 1

Startup

1.1 Starting the server



- Launch the JAR
 - Type "1" and press ENTER

1.2 Starting the client

- Launch the JAR
 - Type "2" (CLI) or "3" (GUI) and press ENTER

Chapter 2

Playing CLI

2.1 Setup

```
What do you want to launch?
1. SERVER
2. CLIENT (CLI)
3. CLIENT (GUI)
2
If you don't want to connect to localhost, type the correct ip now. Otherwise, press ENTER

Client has started
Choose a username
Annedo
How many players?
2
Sending number of players
Sent. Waiting for response
|
```

2.1.1 Server IP

If you want to play on localhost don't type anything and press enter; otherwise, type in the IP of the server you want to connect to. If the IP is not reachable, localhost is going to be automatically selected.

2.1.2 Username

Every username is accepted unless someone in the same lobby has already chosen in

2.1.3 Number of players

Can be 2 or 3

2.2 Playing

2.2.1 Assistant card selection

```
Enter the index of the assist card you want to play
1) Sir Ceetuh -> 1 step
2) Lord Duckoff -> 1 step
3) Ms. Meowsie -> 2 steps
4) Messire Sparrown -> 2 steps
5) Lady Foxine -> 3 steps
6) Ms. Liza -> 3 steps
7) Donna Octavia -> 4 steps
8) Don Bulldon -> 4 steps
9) Ms. Helena -> 5 steps
10) Sir Shelliferg -> 5 steps
```

Type the index [1-10] of the assist card you want to play and press ENTER

2.2.2 Gamephase selection

```
Here's what you can do:  
Gamephase #1: Move 3 students from the entrance to your Islands or your Dining Room  
Gamephase #2: Use a Character Card  
Which gamephase do you want to play?
```

When more gamephases are available you are asked to choose which one to perform: type in the gamephase index and press ENTER.

2.2.3 Moving students

```
Enter the color of the first student you want to move (Available: green, yellow, pink, red, blue)  
green  
Choose a place  
[1] Island  
[2] Dining hall  
2  
Enter the color of the second student you want to move (Available: green, yellow, pink, red, blue)  
yellow  
Choose a place  
[1] Island  
[2] Dining hall  
1  
Enter the index of the island (from 1 to 12)  
12  
Enter the color of the third student you want to move (Available: green, yellow, pink, red, blue)  
blue  
Choose a place  
[1] Island  
[2] Dining hall  
2
```

When you are asked to choose what color you want to move, type in the colors (i.e. "yellow")

2.2.4 Moving mother nature

```
Choose a number of steps for Mother Nature (1)  
1
```

Type the number of steps you want mother nature to take

2.2.5 Take the students from a cloud

```
Choose the cloud to get drain the students from (1 or 2)  
1
```

Type the cloud index

2.2.6 Play a character card

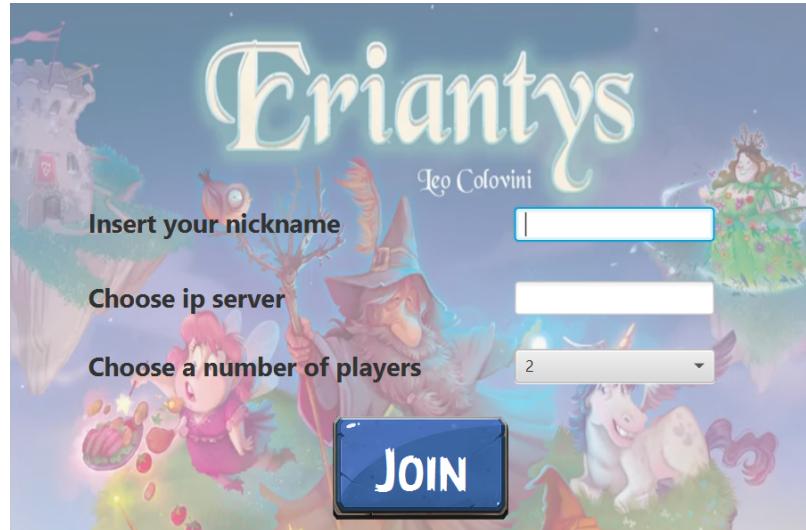
```
Choose the cloud to get drain the students from (1 or 2)  
1
```

Type the character card index and input the parameters you're asked to

Chapter 3

Playing GUI

3.1 Setup



3.1.1 Server IP

If you want to play on localhost don't type anything and press enter; otherwise, type in the IP of the server you want to connect to. If the IP is not reachable, localhost is going to be automatically selected.

3.1.2 Username

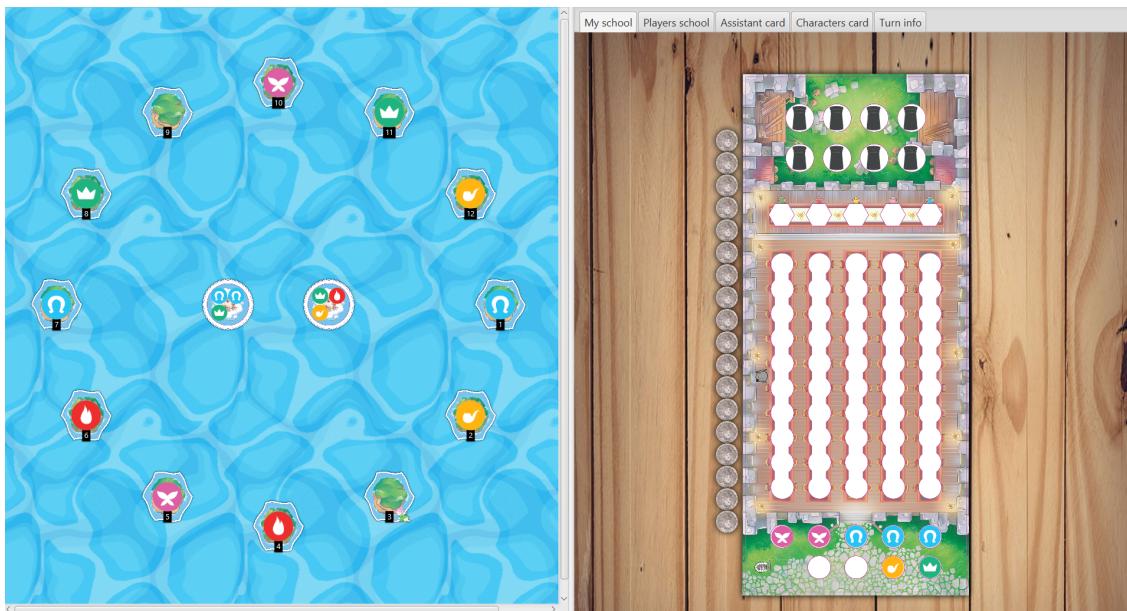
Every username is accepted unless someone in the same lobby has already chosen it.

3.1.3 Number of players

Can be 2 or 3

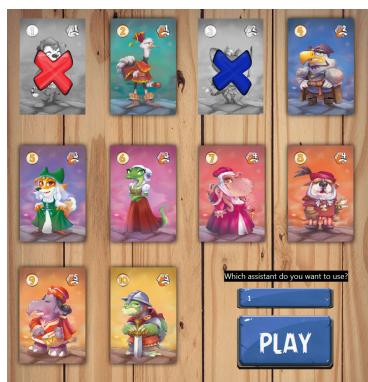
3.2 Playing

3.2.1 The window



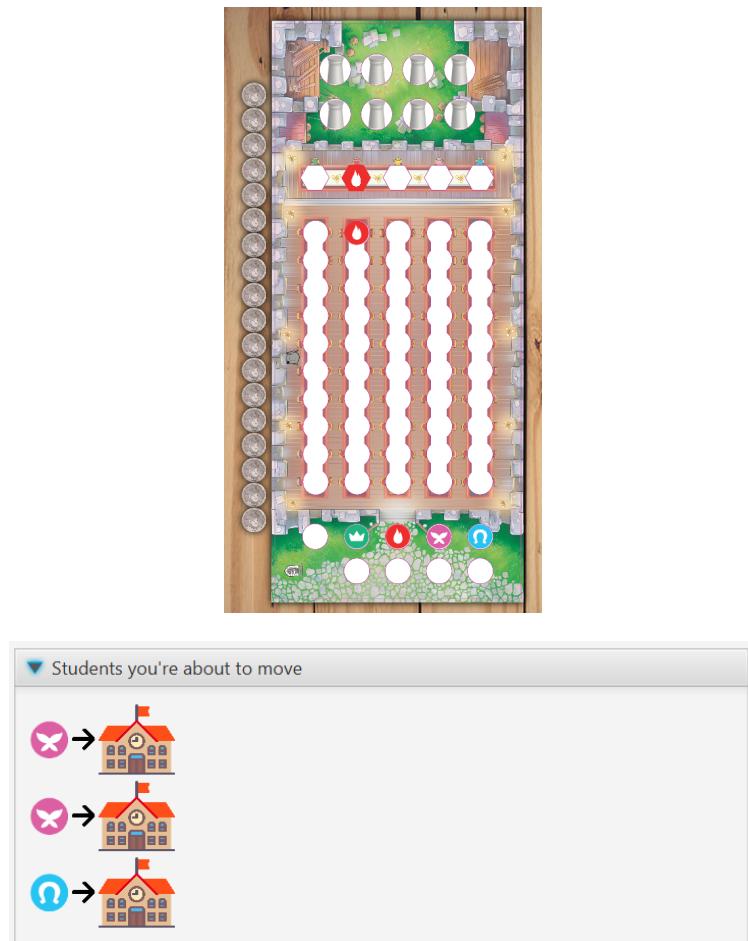
- In the left area
 - The 12 islands and the clouds
 - You can zoom in/out and move the view
- In the right area
 - There are different tabs that will be explained later

3.2.2 Assistant card selection



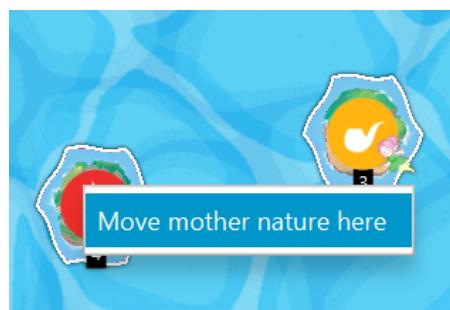
- Click the *Assistant card* tab
- Select one through the choicebox and press PLAY
- When a red cross appears it means that you have already played that card
- When a blue cross appears it means that another player has played that card during this turn

3.2.3 Moving students



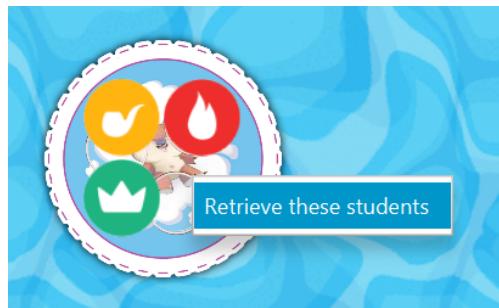
- Click on the *My school* tab
- Click the first student you want to move (in your entrance)
- Click on the destination (an island or the dining hall)
- Repeat until the required number of students has been reached
- When clicking on a student, it gets highlighted; when clicking on a destination, a visual feedback happens
- You can see which students you are moving (and where) in the *It's your turn* tab ↴ *Students you're about to move*

3.2.4 Moving mother nature



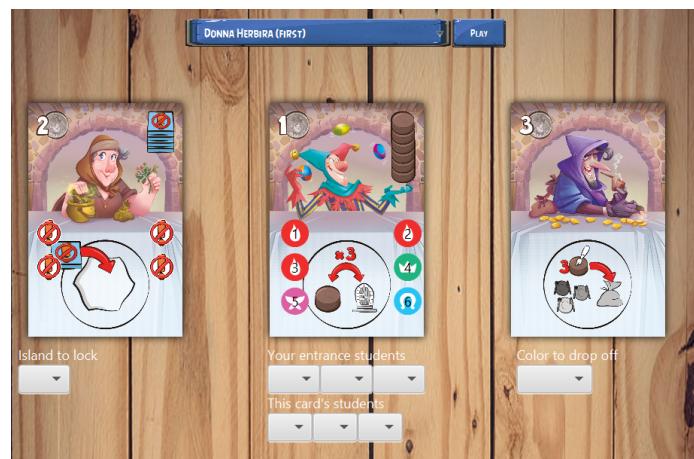
Right click on the island you want to move mother nature to and click "Move mother nature here"

3.2.5 Take the students from a cloud



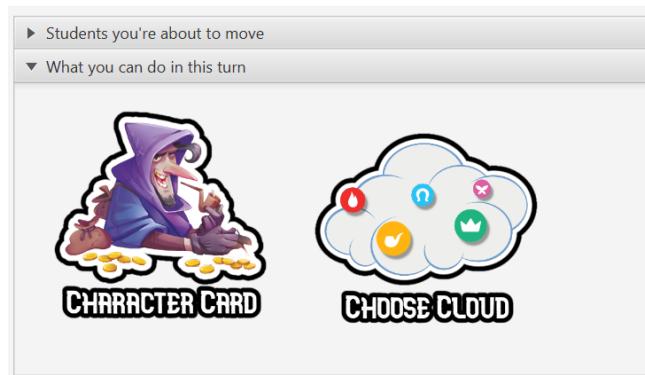
Right click on the cloud you want to retrieve the students from and click "Retrieve these students"

3.2.6 Play a character card



- Click on the *Character cards* tab
- Select the card you want to play through the choicebox
- Fill the related form
- Press PLAY

3.2.7 I don't know what to do



- Click on the *It's your turn* tab
- Click on "What you can do in this turn"