So there’s a ton of junk in here from my original attempts at hosting the project, before I decided to just do my development locally. The part that you probably are interested in is in the file *LocalHostServer*. Go to scrc, and you’ll see the java source files. Run *main*, then go to *localhost:4567*. Ctrl + click to place a settlement, then click on the settlement to buy other units (right now, infantry is the only one that 100% works.) To move to the phase of a turn, click on the “N” button. The source files for the front end stuff can be found in \LocalHostServer\target\classes\FrontEnd. The java back end is written using this sick little framework called Spark. It’s quite simple and easy to use, and very well documented here at <http://sparkjava.com/>.

Good luck!

Also try putting a crapton of units on one hex, it looks pretty neet.