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| The University of the West Indies |
| Project User Guide |
| COMP 3150 Group Project |

# Introduction

The following guide illustrates how to use the “Game” Program. It will illustrate:

* Hosting a Game
* Joining a Game
* Playing a Game

# Hosting a Game

Here is the following steps to HOSTING a game

## Step 1

Click on the “ ” Program to Open it

[screenshot]

## Step 2

When the Program is Open Select “Host a Game” on the Screen Interface.

[screenshot]

## Step 3

You will then be prompted to specify your category of questions to host. The default categories are:

* Networking
* Android

[screenshot]

## Step 4

Congratulations! You are successfully hosting you game and awaiting users to join.

[screenshot]

# Joining a Game

The following illustrates how to JOIN an existing game.

## Step 1

Start Up the “” Program by clicking on it

[screenshot]

## Step 2

Select “Join an Existing Game” on the screen

[screenshot]

## Step 3

On the screen you will be prompted to enter either an IP address or a Friends Name.

[screenshot]

## Step 4

If you have successfully entered a correct IP address or Friends name, you will have successfully joined the game!

[screenshot]

If you cannot connect to the server due to an incorrect IP or friends name. You will be prompted to re-enter it.

# Playing the Game

After successfully connecting to the game (see “Joining a Game above”),