

FLAPPY EAGLE GAME MANUAL

BY: TEAM HARIBON

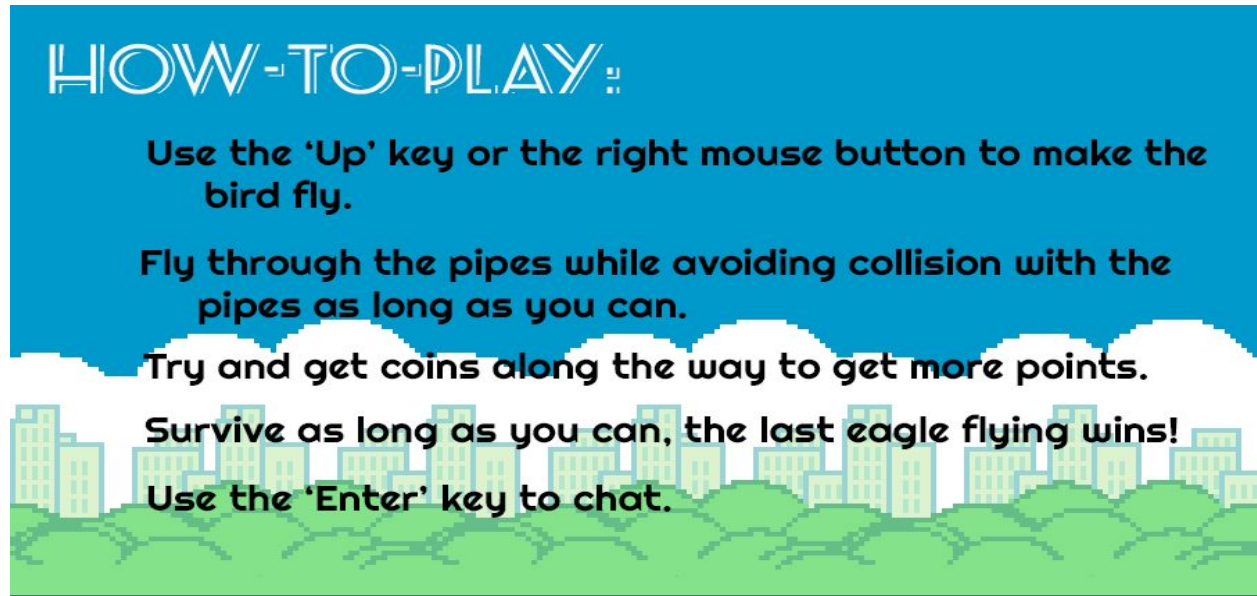
THE GAME

This game is the adaption of the infamous mobile application “Flappy Bird”. Incorporating a chat functionality and a capacity to host multiple players at same time, differentiates this game from the later.



THE RULES

Here are the rules in playing the game:



THE COMPILATION

Use the following commands to compile the game:

1) `javac *.java`

For the server:

2) `java GameServer <no. of players>`

For the client:

3) `java FlappyBird <server ip> <player name>`

Use the following commands if you want to compile the chat separately:

1) `javac *.java`

For the server:

2) `java ChatServer <server ip> <port no.> <max no. of users>`

For the client:

3) `java ChatClient <server ip> <port no.>`

THE AUTHORS

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