

# Developer Documentation

## Introduction

In order for a user to run this game, they would have to download the zipped folder (and/or) an attached JAR File and proceed from there. The server is currently (off but) hosted on Google platform. The User does however have the option of changing the connection port, and rerouting the socketserver to their own address if our server is down during their need for gameplay or they simply wish to adapt our program. Our program is Java based, so theoretically, one could connect and play anytime, anywhere, java exists.

### 1. Compile

To compile, one simply needs to run in their command prompt (if they have java);

```
javac Server.java  
javac Client.java  
javac SuperServer.java
```

### 2. Install

Since our program is JAVA based, installation isn't required, just a simple download and run!

### 3. Run

If our Servers were up, one would connect to the online GamePlay by running the command in their command prompt;

```
java Client
```

The user is also capable of simply compiling and running there Client class from their IDE.

If the user wishes to host their own address and play as a user, then, after compilation, they are required to run;

```
java SuperServer  
java Client
```