Banqi Game
Development Manual

To Download the Repository:
1. Go to the Github repository at the url: https://github.com/FoxXix/cs414-f18-001-ByteMe
2. Click on button: Clone or download
3. Copy the link that pops up
4. Make a new folder on your computer where you want to place the repository
5. Go into that new directory
6. Clone the repository by entering the command `git clone <Paste link from github>`

To Begin Working on Project:
1. Create a new branch by typing `git branch <branchname>` in the the terminal
2. Switch to the new branch by typing `git checkout <branchname>`
3. Type 'git status' to check that you are now in the new branch
4. Open Eclipse and click File, New -> Java Project
5. If you name the new Java Project the same as the folder you created, the project should show up in Eclipse.
   a. If not - click File, Open File… Navigate to where the repository is stored on your machine, and click OK
6. Ensure JUnit5 is included in your project. Right-click on your new project, Build Path, Add Libraries…
   a. Select JUnit, and click Next
   b. Ensure JUnit Library Version is on JUnit 5, and click finish

To Run the Main Program:
1. In the terminal, navigate to the directory (bottom) that holds the .java classes for the project
2. Type `javac *.java` to compile the classes
3. Now type `java -cp <Path to directory containing src files> <classpath> <Path to argument (.txt file)>`
   a. e.g.: `java -cp ~/cs414/Banqi/cs414-f18-001-ByteMe/src main.edu.colostate.cs.cs414.ByteMe.banqi.client.BanqiContr oller ~/cs414/Banqi/cs414-f18-001-ByteMe/src/main/edu/colostate/ cs/cs414/ByteMe/banqi/client/UserProfiles.txt`

To Run the Tests:
1. In Eclipse, ensure that the Run Configurations are set to the current project
   a. Run -> Run Configuration. Click Test, select project, select run all test in the selected project, and ensure JUnit 5 is selected as the Test runner and click run.