Release Notes

How to play: Run the executable for the server on your computer. Put the client executable on whoever wants to play the game. The client connects to the IP address of the server computer. If you want to run it on just one machine, run the server executable and any amount of client executables (max 4 players can play at once) on the same computer and just hit start on the client.

Mechanics for the server: Server can change the level design or stop the server. There’s a drop down to specify how many people are allowed to play the game on that server (players playing the game), how big the map will be, and how many obstacles you want to have in a level. If the server doesn’t select any fields it will use default values. The server can go back and change any of these values if they want, but it will stop the server.

Mechanics for the client: The client has the option of picking which server to connect to at the menu. After it selects this, he joins and plays the game. A message is displayed to indicate which player is it. You don’t need to change any values if running client and server on the same machine.

Note for testing: If you’re playing on the same computer, you have to move as the person who is it if you want a tag to be successful. The first person to join is automatically it. Once you’re tagged, if you’re not it, you become it and get spawned to the middle of the level.