

## P5 Development Guide

CS414 - And Yet it Compiles

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### 1. Required Software:

- Java version 1.8 or higher
- Eclipse IDE for Java
- Apache Maven for Java
- JavaFX

### 2. Project File Structure:

- P1 : contains documents from the first iteration.
- P2 : contains documents from the second iteration.
- P3 : contains documents from the third iteration.
- P4 : contains documents from the fourth iteration.
- P5 : contains documents from the final iteration.
- src/main : contains source codes for the main software.
- src/test : contains JUnit tests for the main software.

### 3. Project Package Structure;

- *edu.colostate.cs.cs414.andyetitcompiles.p3.client* : contains client source codes for handling network communication.
- *edu.colostate.cs.cs414.andyetitcompiles.p3.common* : contains source codes for the jungle game model.
- *edu.colostate.cs.cs414.andyetitcompiles.p3.gui* : contains source codes for the JavaFX User Interface.
- *edu.colostate.cs.cs414.andyetitcompiles.p3.protocol* : contains source codes for the network model.
- *edu.colostate.cs.cs414.andyetitcompiles.p3.server* : contains server source codes for handling network communication.
- *edu.colostate.cs.cs414.andyetitcompiles.p3.test* : contains JUnit tests

### 4. Setting the development environment:

- 1) Download and install the latest version of Java from <https://java.com/download>
- 2) Download and install the eclipse IDE for Java developer from <https://www.eclipse.org/downloads/packages>

### 5. How to work on the project:

- 1) Open eclipse
- 2) Open the import project from git wizard
- 3) Enter <https://github.com/tartona/cs414-f17-301-andyetitcompiles> as the clone uri, and fill in your github credentials
- 4) Create maven run configuration with goal "clean install"

- 5) Run the maven run configuration
- 6) Now everything is setup for general work on the project
  - a. If you want to run individual test classes, select the test class and Run As > JUnit test case
  - b. If you want to run the game logic, select common.JungleGame and Run As > Java application
  - c. If you want to run the client, select client.JungleClient and Run As > Java application
  - d. If you want to run a server, select server.JungleServer and Run As > Java application

#### 6. How to Play the Game:

- 1) Run JungleClient under client package.
- 2) Follow the instruction displayed in the console, and register/login to the system.
- 3) Find user and send invitation using 'find <username>' and 'invite'.
- 4) Find user and see user profile using 'find <username>' and 'profile'.
- 5) Once the invitation has accepted from the other player, the Jungle game should be begin in GUI.
- 6) If there is multiple game session is going on, it will be displayed at the top of the screen as tab.