

Hnefatafl is a family of 2-player Viking board games, where one player tries to guide a King to a refugee square, while attackers try to prevent this. Right now, we're implementing the popular 11x11 variant.

To develop and test this game, please follow the steps below:

I. Configure Development Environment

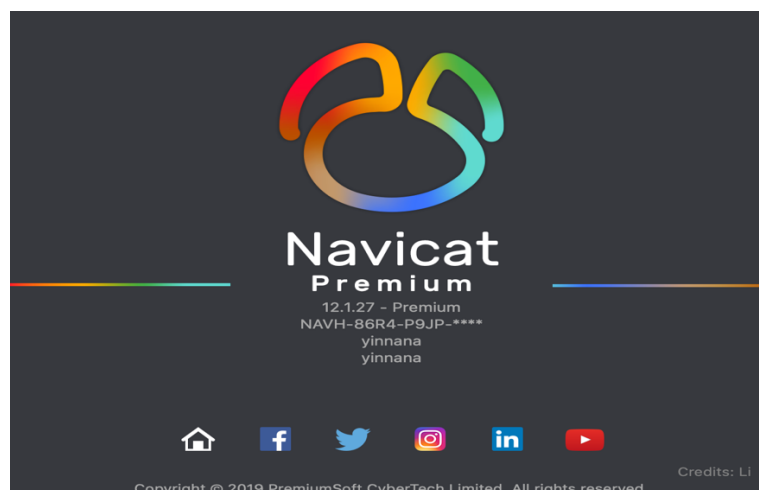
1) Download and install the **JDK 1.8.0_221**

```
[Nanas-MacBook-Pro:cs414-fa19-001-Party-A nanayin$ java -version
java version "1.8.0_221"
Java(TM) SE Runtime Environment (build 1.8.0_221-b11)
Java HotSpot(TM) 64-Bit Server VM (build 25.221-b11, mixed mode)
Nanas-MacBook-Pro:cs414-fa19-001-Party-A nanayin$
```

2) Download and install the database **MYSQL 8.0.18**

```
[mysql> select version();
+-----+
| version() |
+-----+
| 8.0.18    |
+-----+
1 row in set (0.00 sec)
```

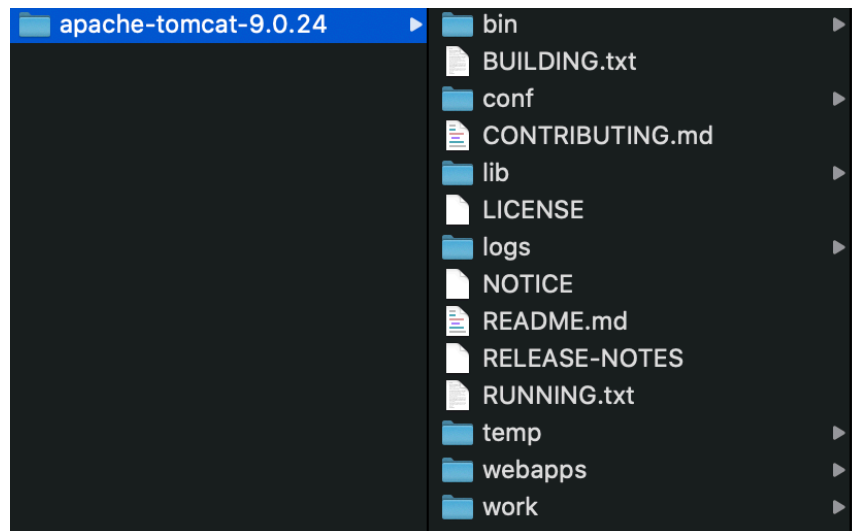
3) Download and install the **Navicat Premium 12.1.27**



4) Download and install the **IntelliJ IDE 2019.2.1**



5) Download the apache-tomcat-9.0.24 package



II. Download the source code from Github

<https://github.com/JacindaQiong/cs414-fa19-001-Party-A/tree/master/PartyA>

Clone our project from Github:

```
$ git init
```

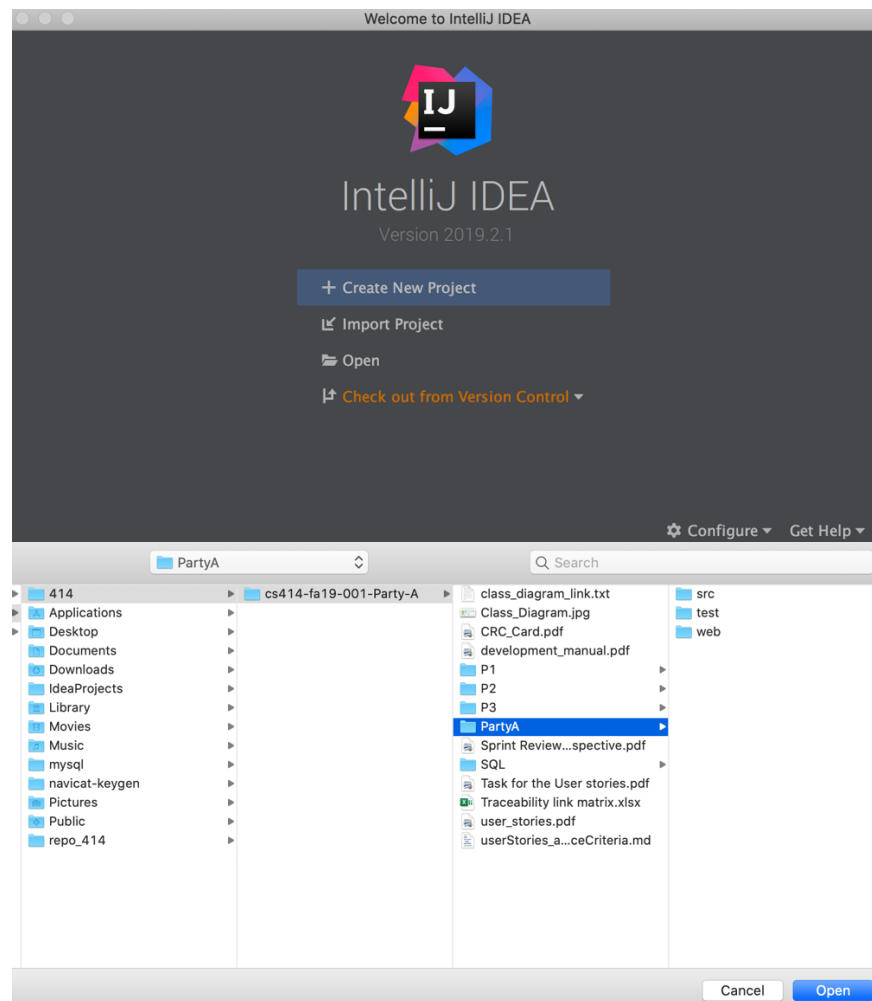
```
$ git remote add origin https://github.com/JacindaQiong/cs414-fa19-001-Party-A
```

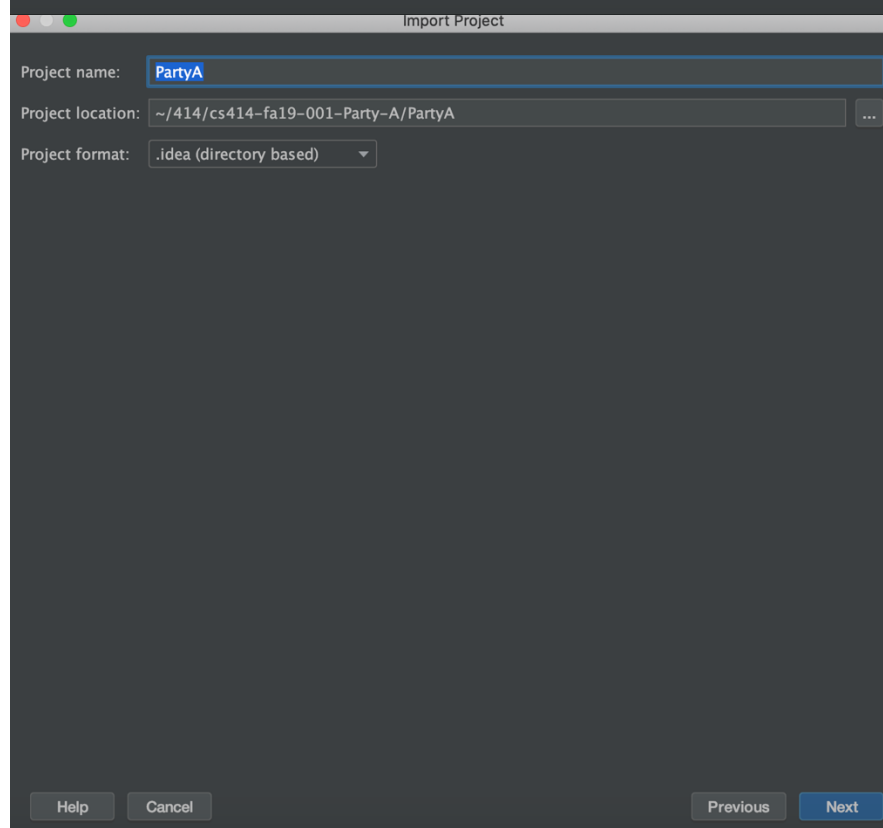
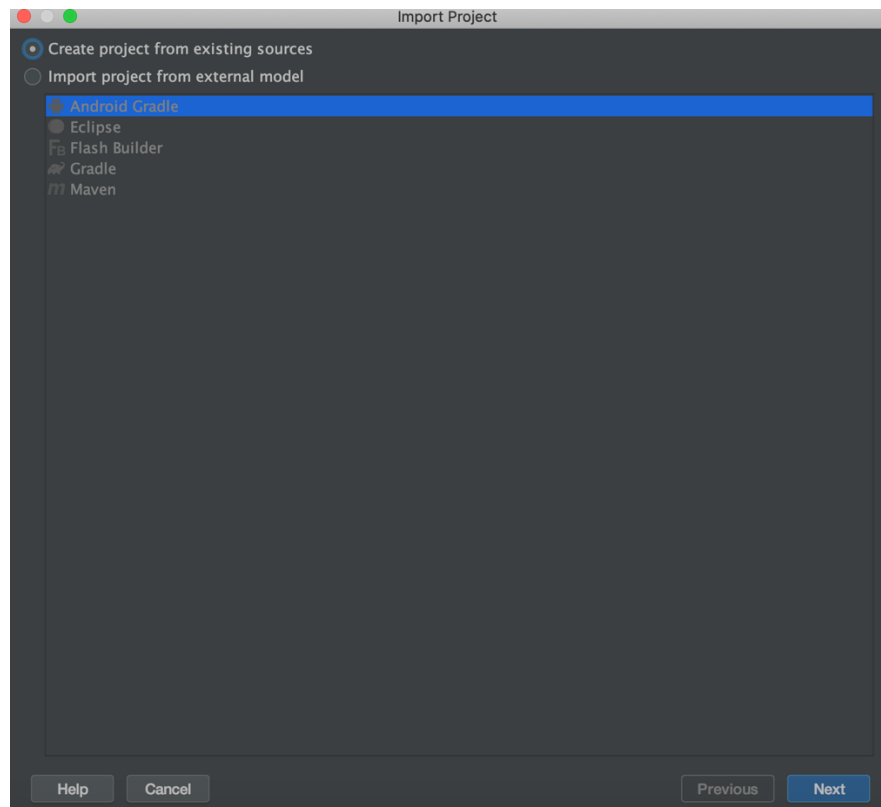
```
$ git clone https://github.com/JacindaQiong/cs414-fa19-001-Party-A
```

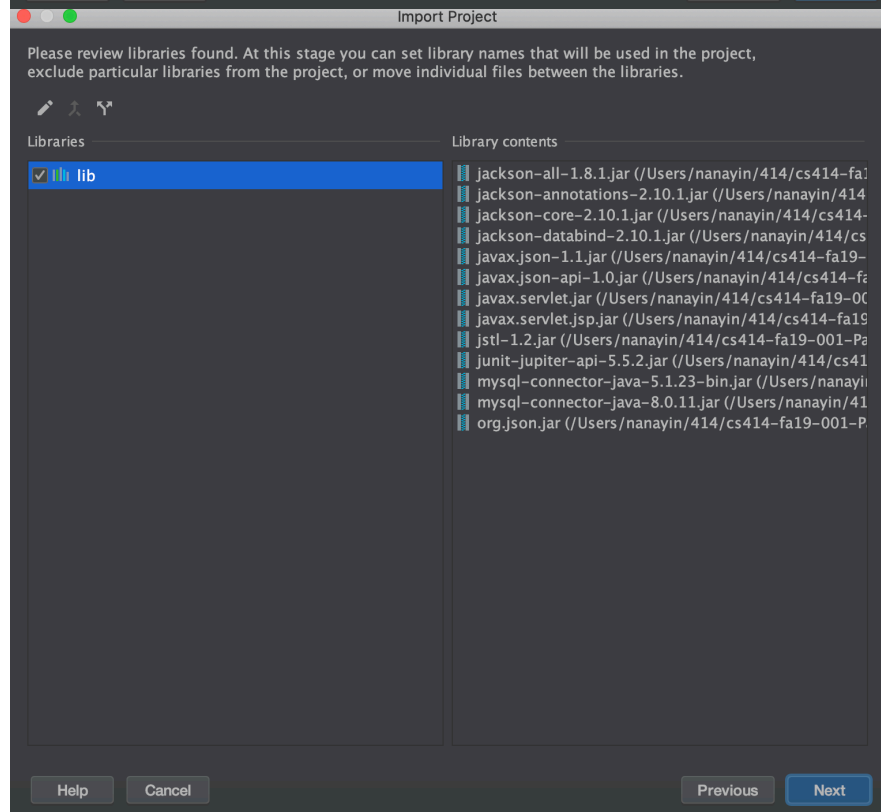
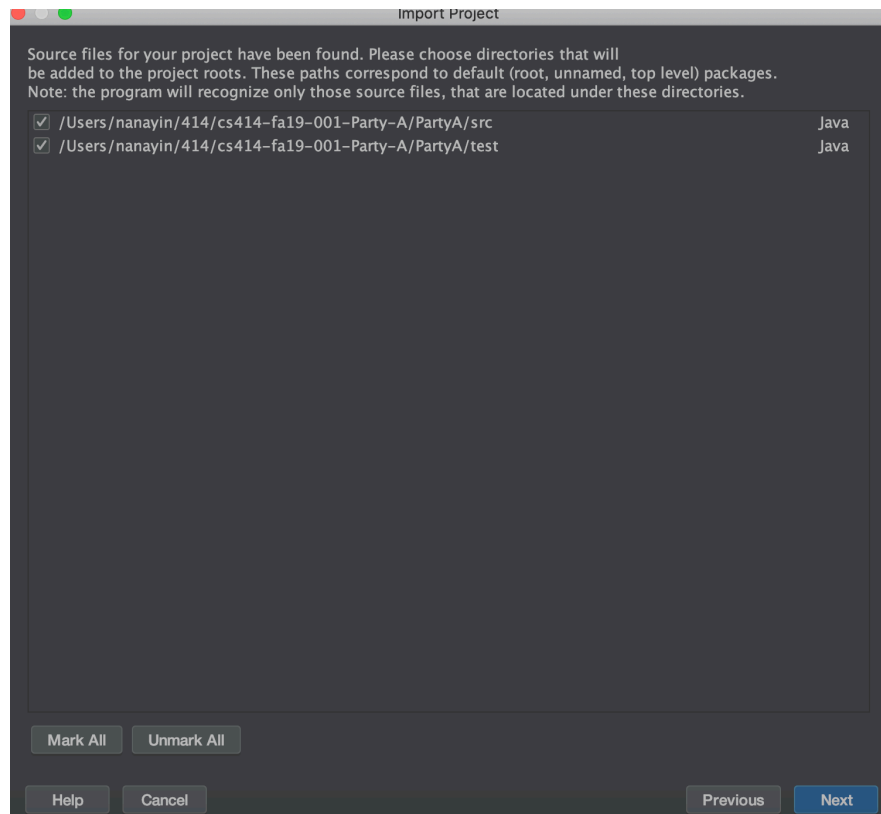
```
Nanas-MacBook-Pro:414 nanayin$ git init
Initialized empty Git repository in /Users/nanayin/414/.git/
Nanas-MacBook-Pro:414 nanayin$ git remote add origin https://github.com/JacindaQiong/cs414-fa19-001-Party-A
Nanas-MacBook-Pro:414 nanayin$ git clone https://github.com/JacindaQiong/cs414-fa19-001-Party-A
Cloning into 'cs414-fa19-001-Party-A'...
remote: Enumerating objects: 66, done.
remote: Counting objects: 100% (66/66), done.
remote: Compressing objects: 100% (49/49), done.
remote: Total 1340 (delta 18), reused 41 (delta 7), pack-reused 1274
Receiving objects: 100% (1340/1340), 39.90 MiB | 4.93 MiB/s, done.
Resolving deltas: 100% (583/583), done.
Nanas-MacBook-Pro:414 nanayin$
```

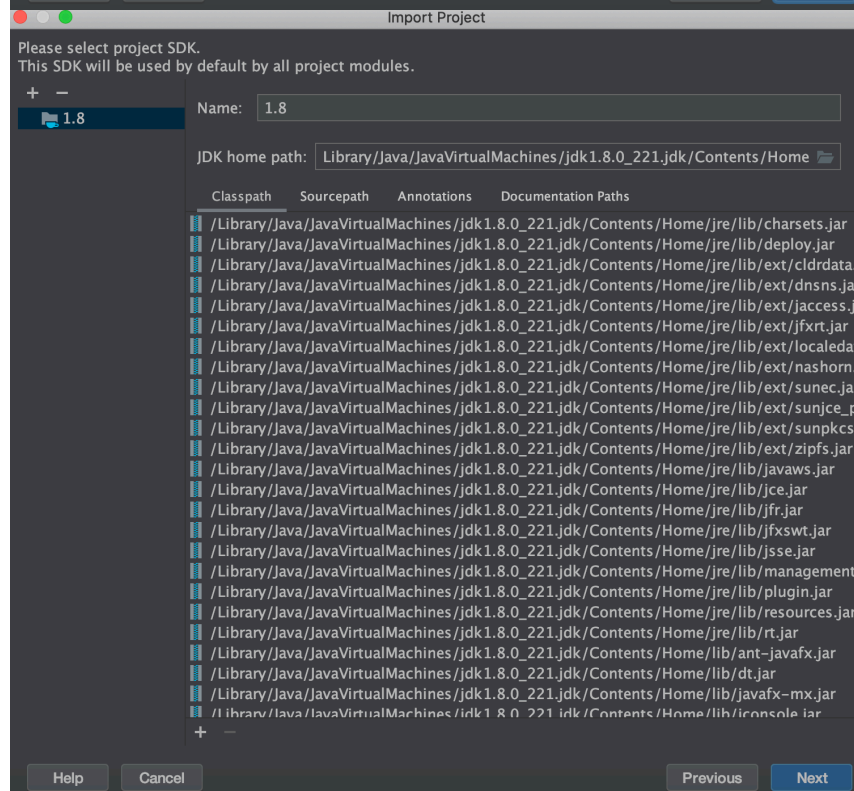
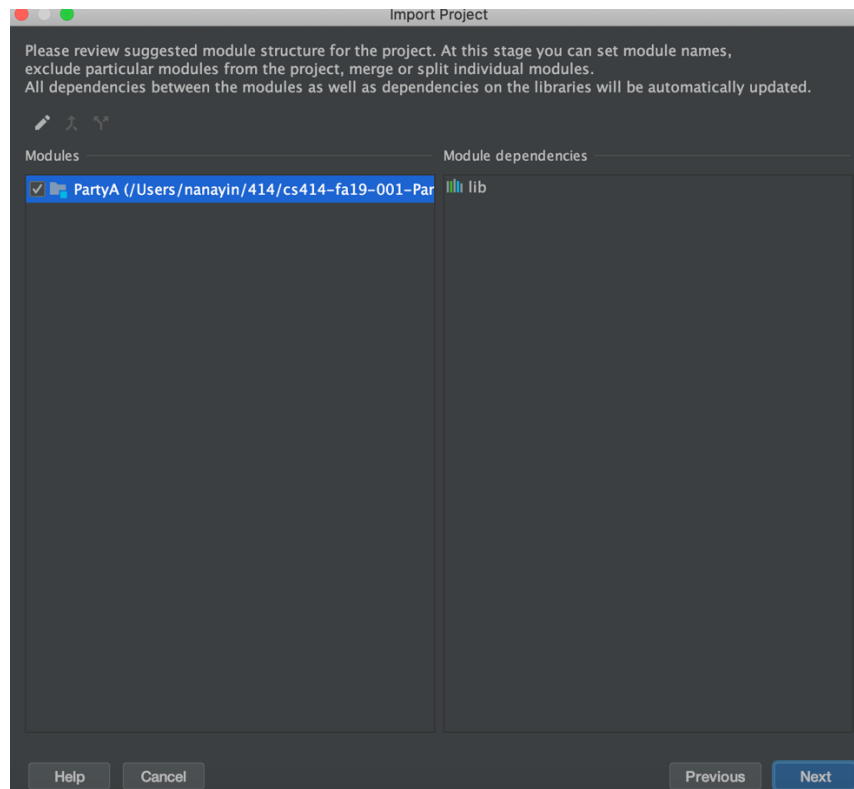
III. Configure and Deploy the project

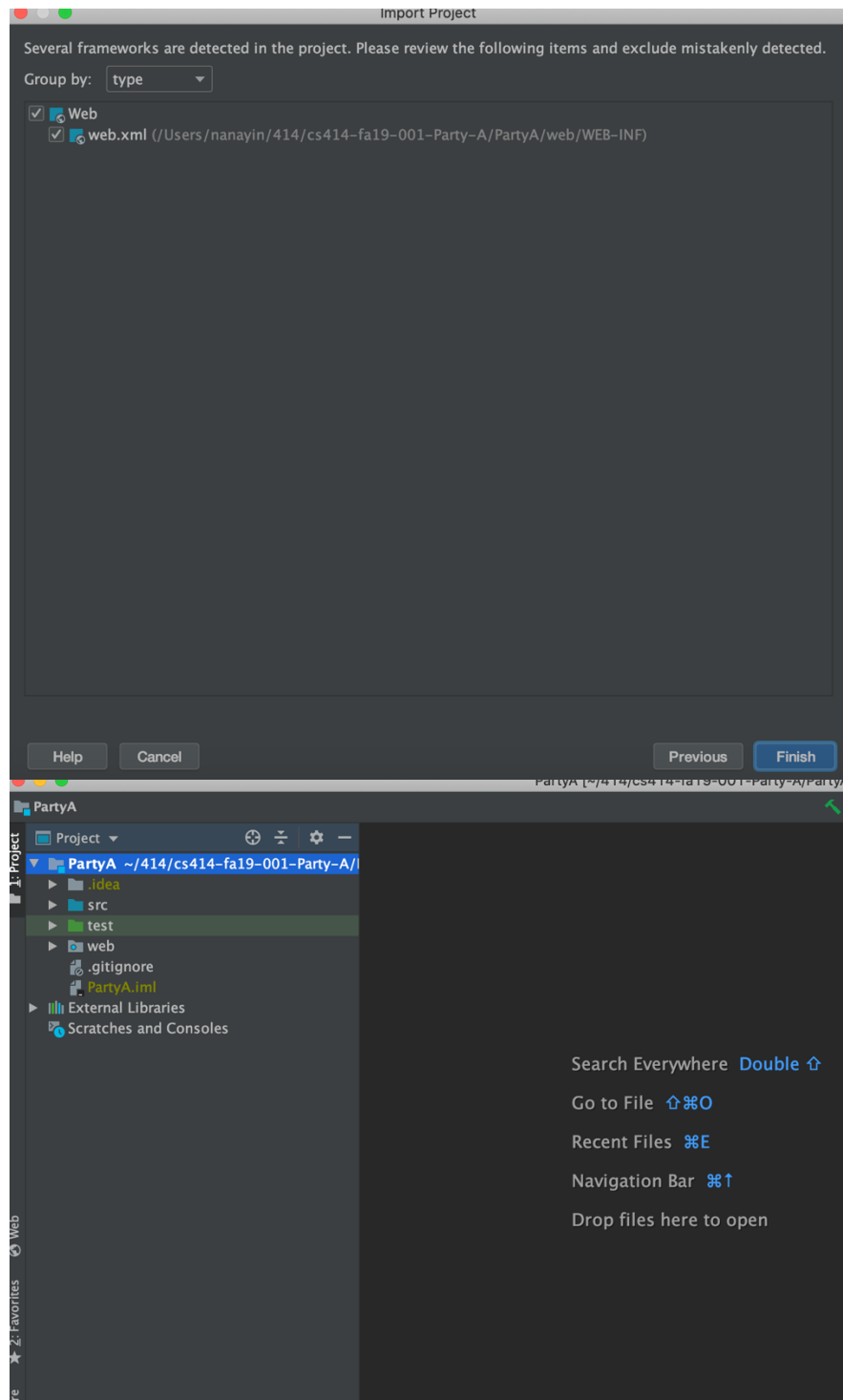
1) **Import the project** that we just cloned from gitHub into IDEA:



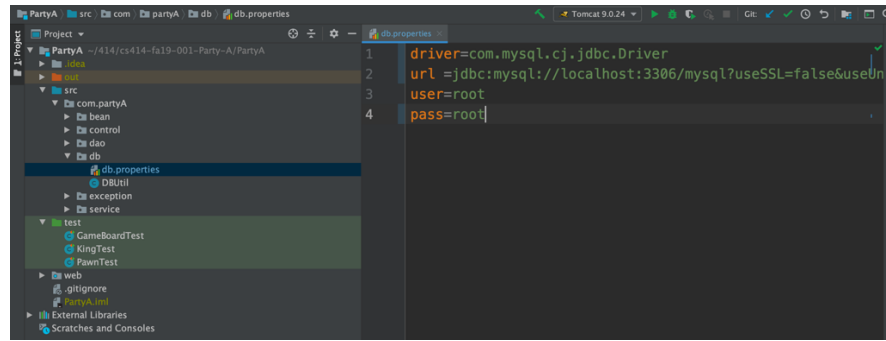






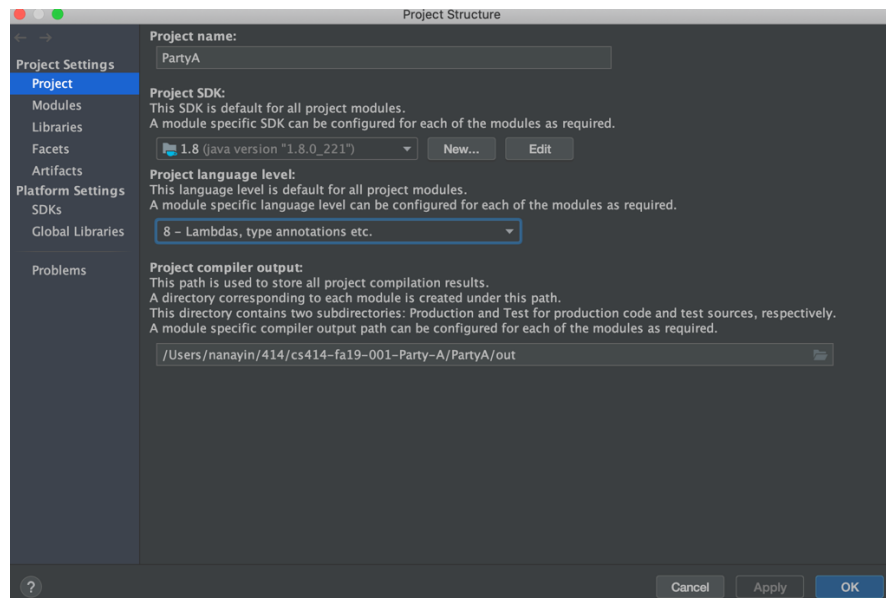


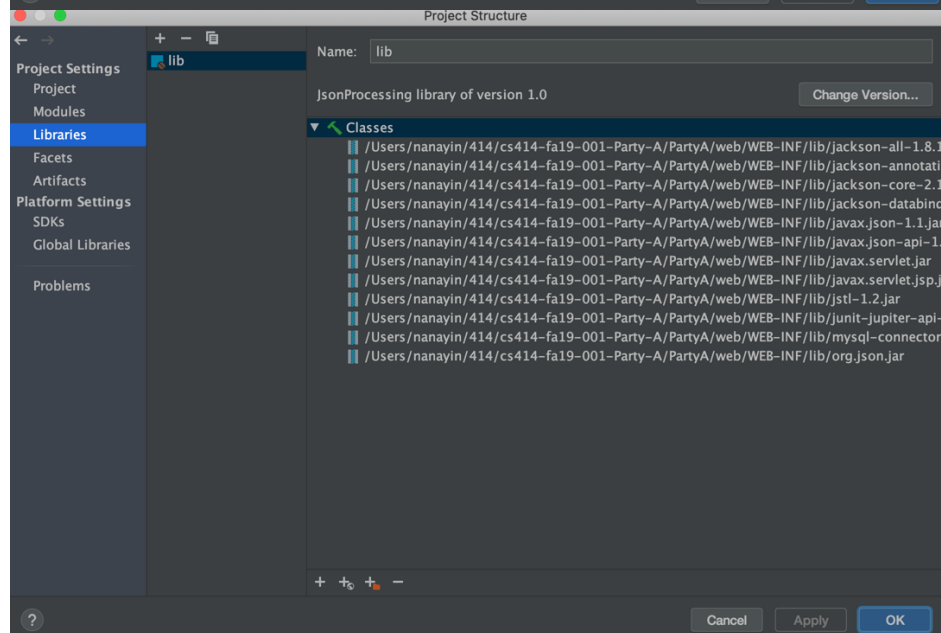
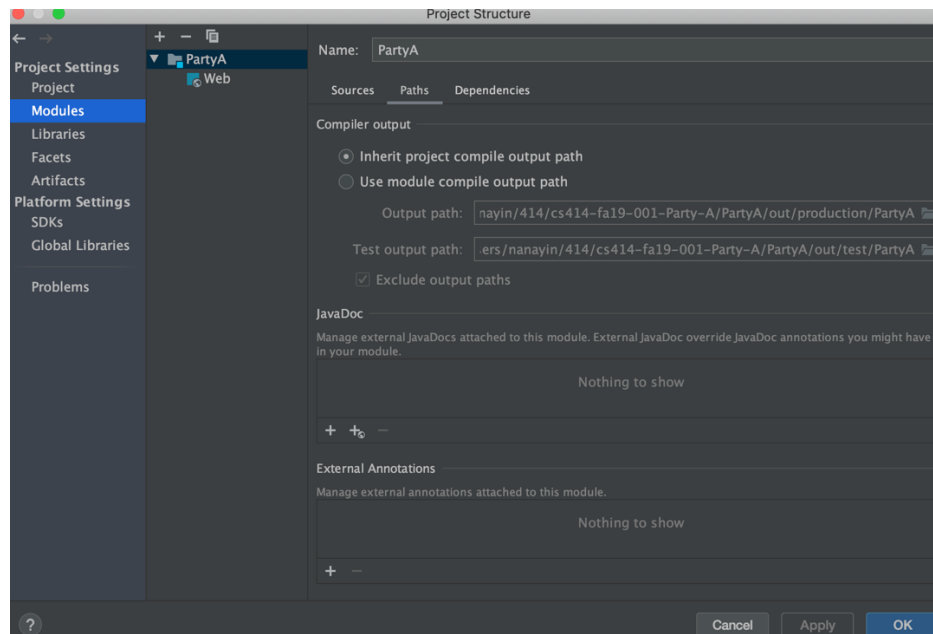
2) Change database connection information(db.properties)

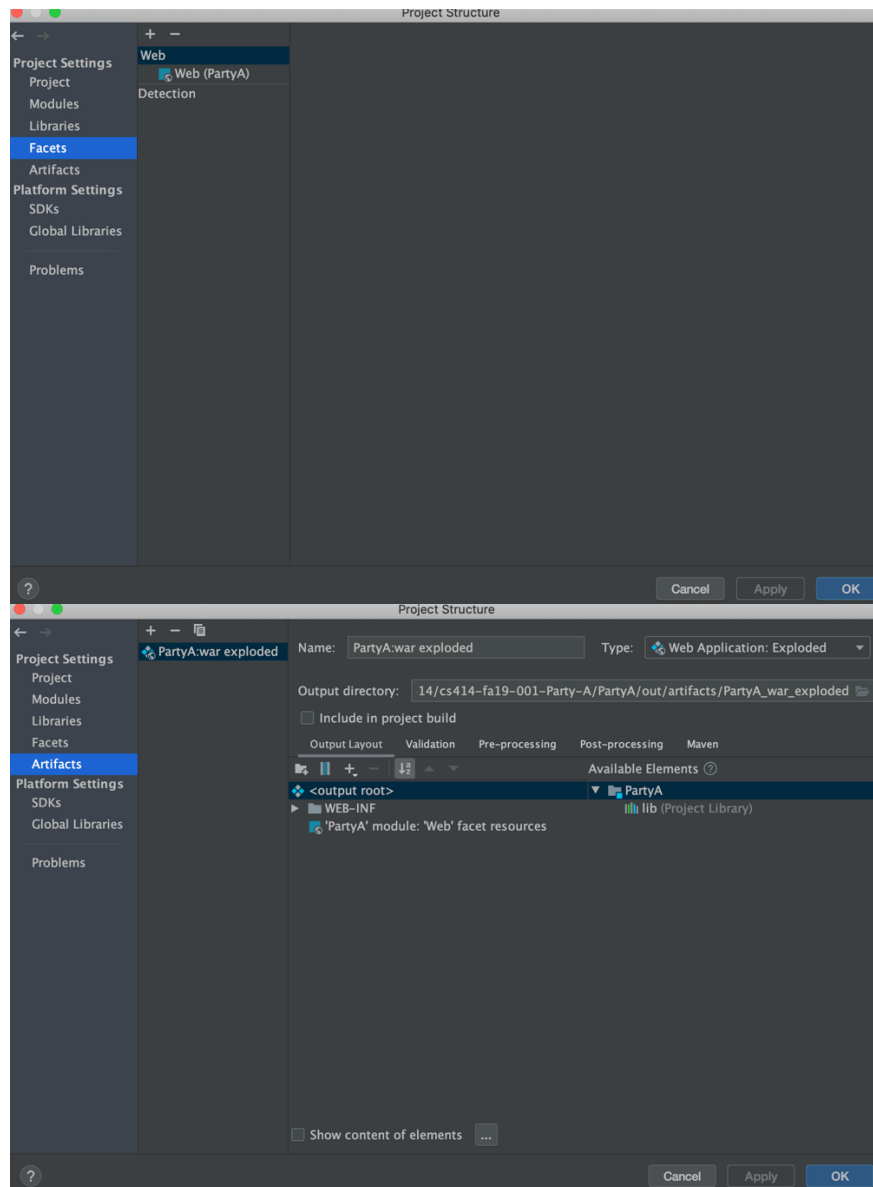


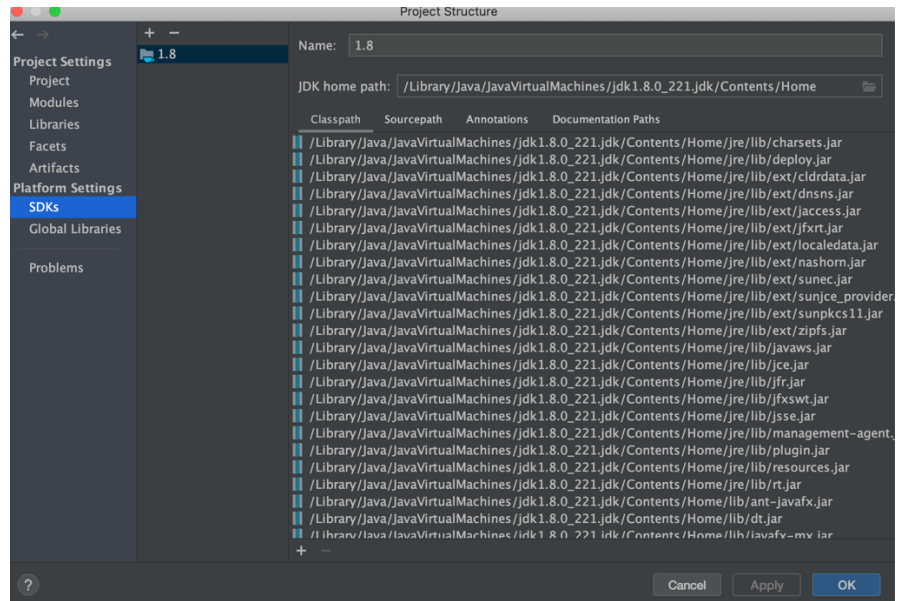
3) Configure the project:

Select the JDK we just installed:



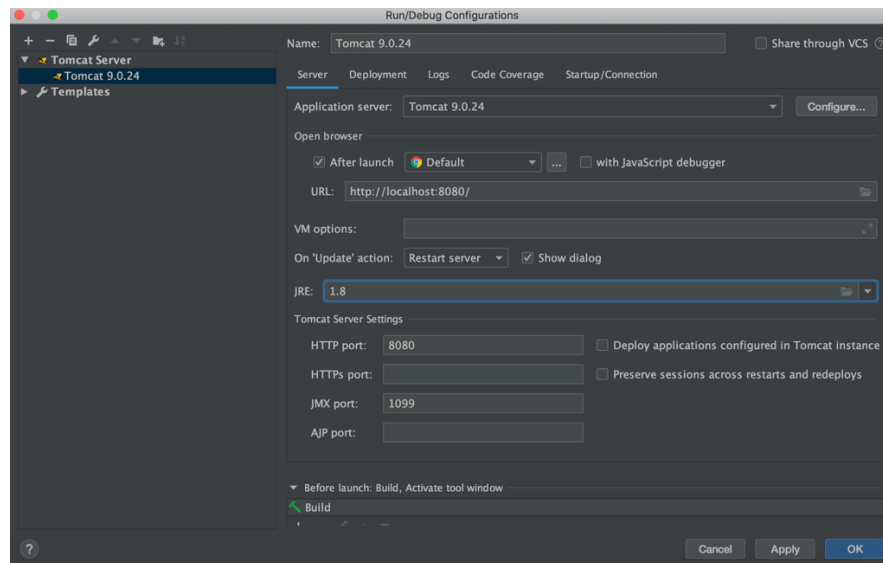


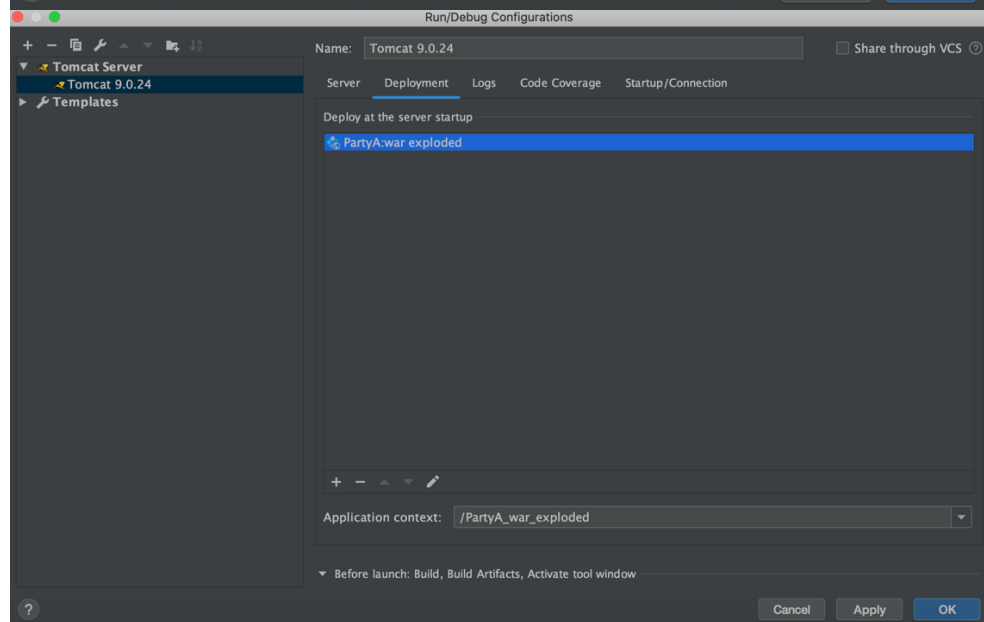
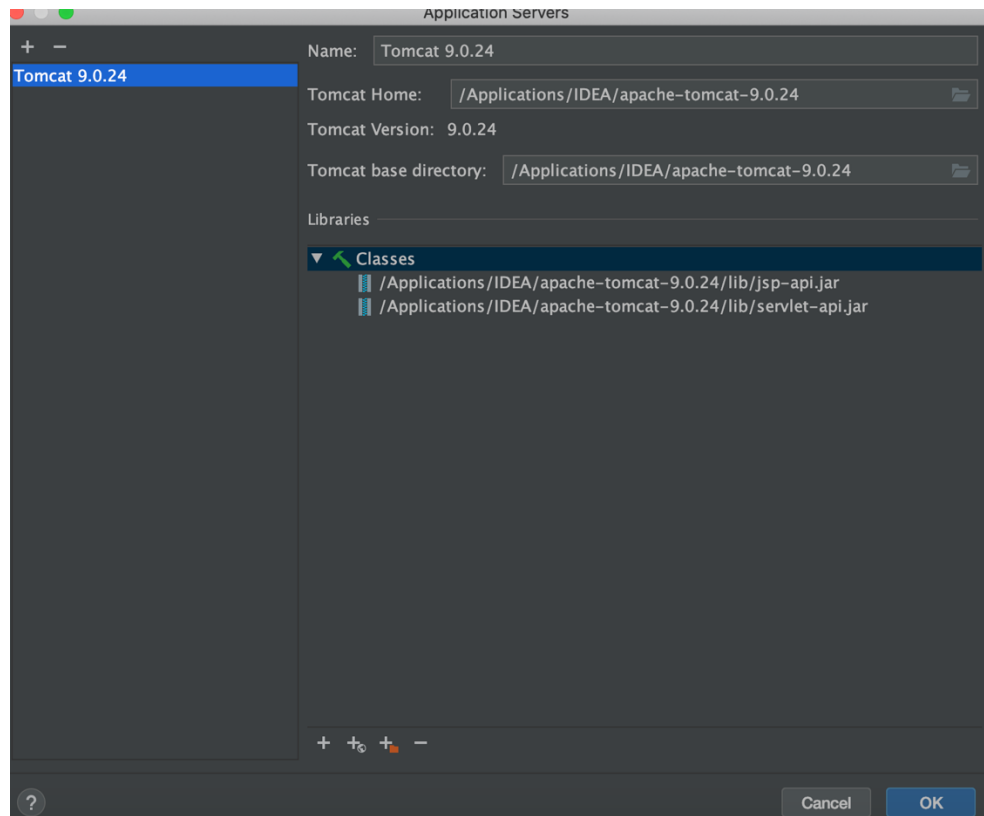




4) Configure the tomcat server:

Choose the tomcat we just downloaded:





IV. Test the whole process

STEP 1: Download the JDK

The first thing we need to do is prepare our PC to develop the game using **Java**.

Install a software package called the **Java Development Kit (JDK)**, which allows us to develop in Java.

STEP 2: Set Up a Development Environment

If you downloaded the JDK with the NetBeans IDE, start NetBeans, and begin programming.

You can also program using a simple text editor, and compile and run from the command line. Many text editors now come with the ability to run and compile Java files, but you may need to tell the program where `javac.exe` and `java.exe` reside on your computer. Once, your IDE or text editor is set up, you can begin programming.

STEP 3: Application

1. Use IntelliJ IDEA software to clone code from Github
<https://github.com/JacindaQiong/cs414-fa19-001-Party-A> Project name: PartyA
Database name: SQL
2. Opening the Navicat of MySQL, add the `game_invitation.sql`, `game_user.sql` and `game_match.sql` into that application

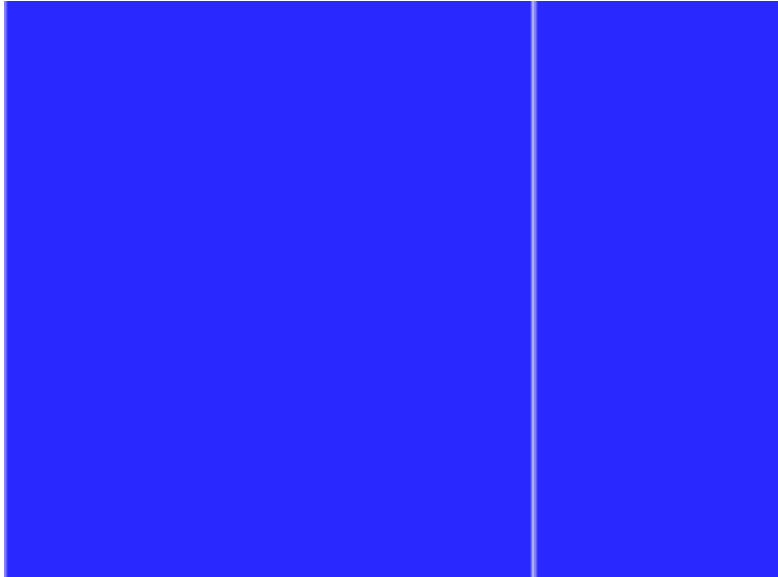
3. Compile the `login.java` application with the `java` command and run it with the `java` command.
To run the tests:

1. Eclipse provides a couple of ways to run individual test methods, one from within the editor itself and another from the JUnit view.
2. For example, this is a simple code to run the testcases: `public class SomeTest`

```
{ @Test
```

```
public void testMethod1() {...} @Test  
public void testMethod2() {...} }
```

4. Add a testing logic (3 A's)



Arrange: consists of a few lines of code that are used to declare and initialize the objects we need in our test.

Act: is usually a few lines of code where we perform the actions, whether it is some calculation or modify the state of our objects.

Assert: usually consists of a single line of code where we verify that the outcome of the **Act** part was made successfully.

Testing improves the quality of the code and it makes the development process more Agile.