

User Manual

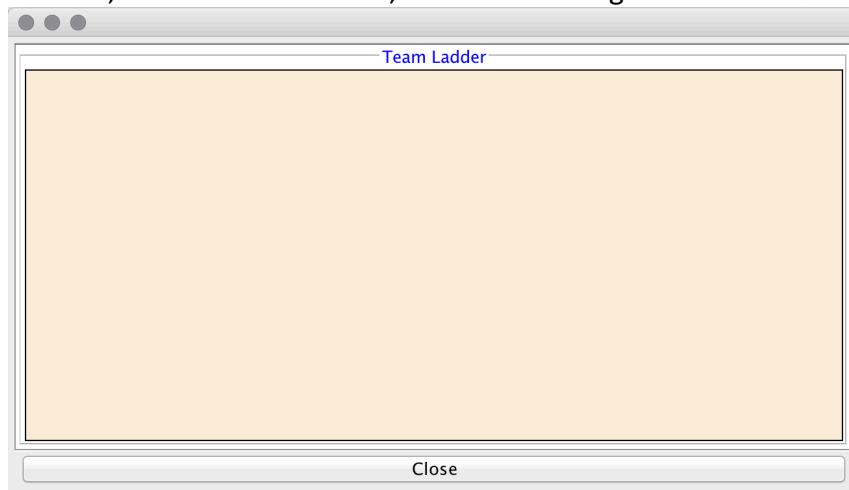
Li Shen (ls53) Yi Hou (yh36)

1. Start the program

There are two programs: one is the client, the other is game server. The client is mainly for chatting and playing game, while the game server is mainly for providing game. When launching the client, i.e. **AppController**, there will a dialog window for user to input their name.

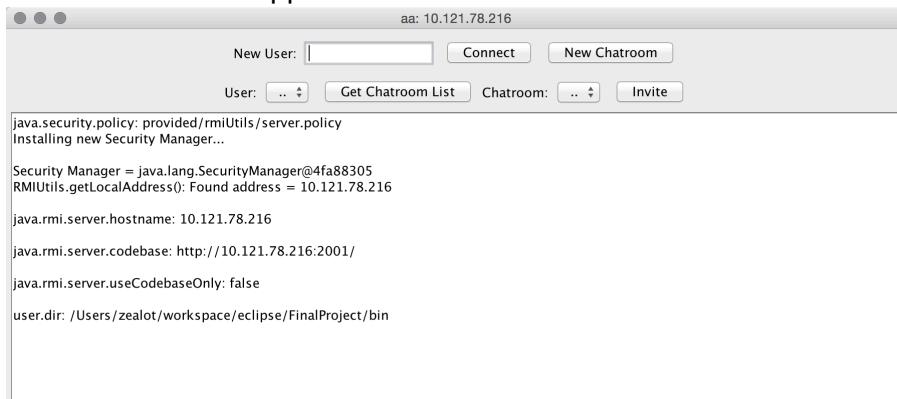


When starts the server, i.e. **ServerController**, it will show the game server's user interface.

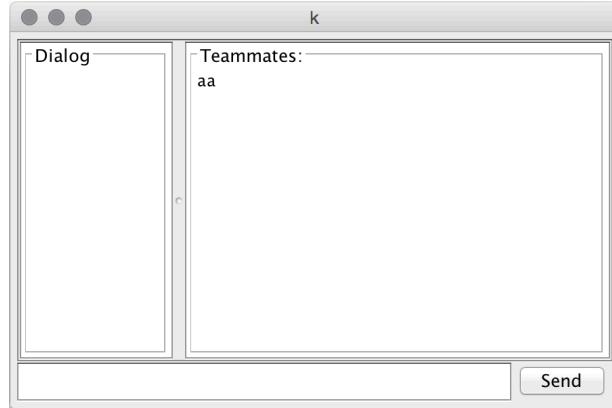


2. Chat

This is the main window of Chat app.



Enter other user's stub and click 'Connect' button, then the client can connect other users' chat app. After doing that, user can get chatroom list from others by clicking the 'Get Chatroom List' button and invite others to a created chatroom by clicking the 'Invite' button. Click the 'New Chatroom' button, then a new chatroom can be created like the following figure.

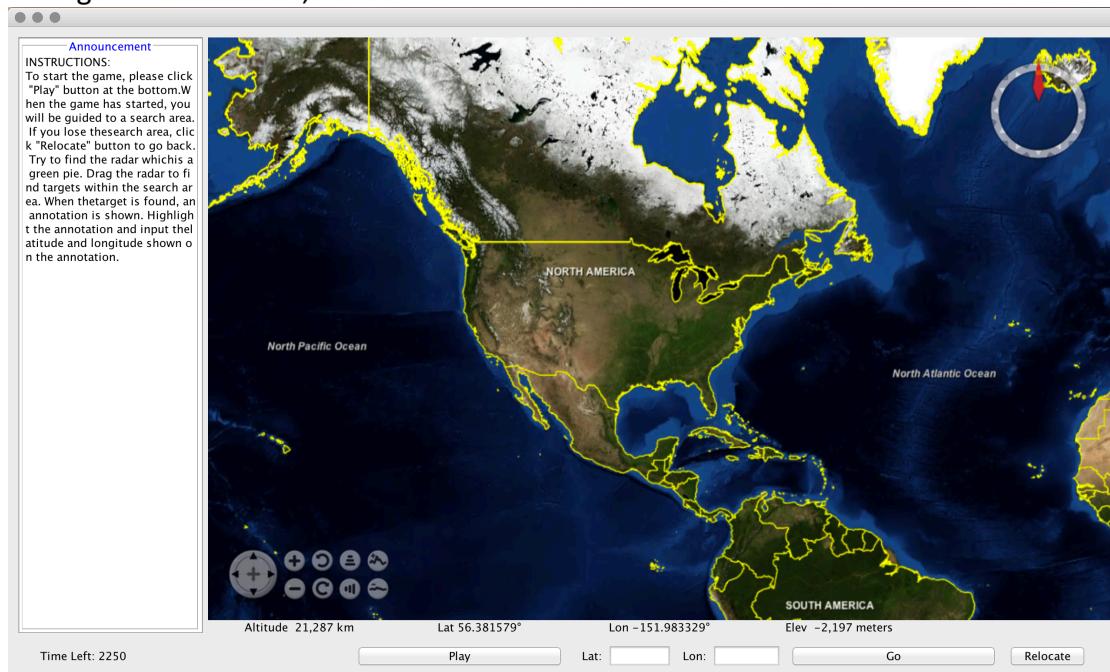


The chat window is separated into three parts: dialog section, teammate section, and inputting message section. The dialog section shows all the users' dialog. The right side is the teammate section showing all the users in a team. And the bottom is the inputting message section which can allow user to input messages and send them by clicking the 'Send' button.

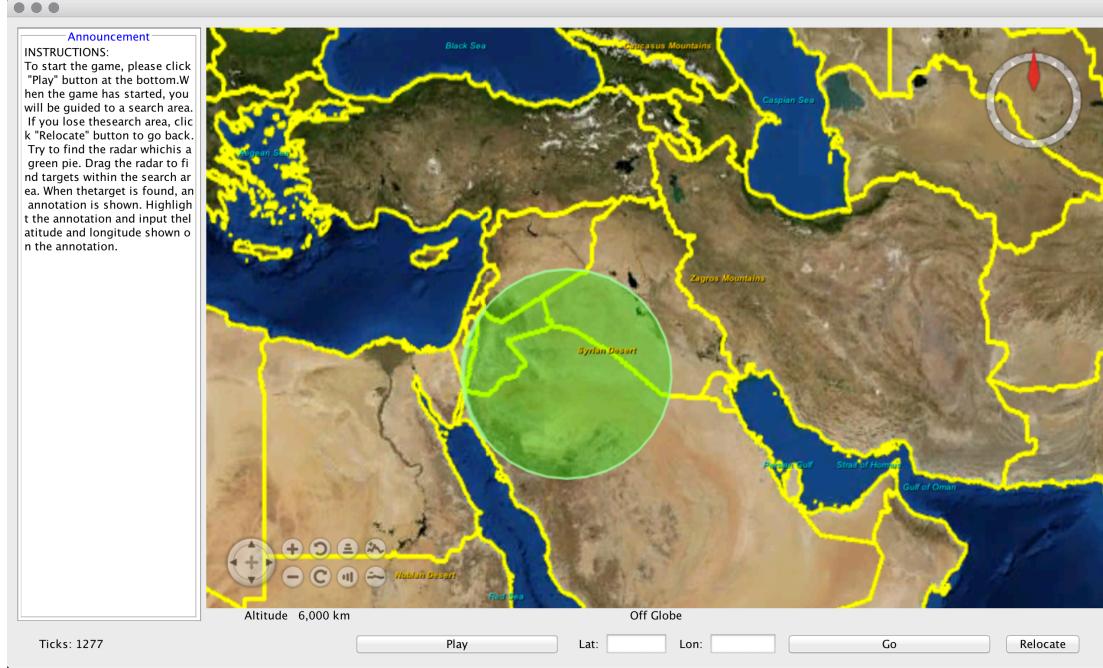
If a user would like to quit a chatroom, just click the close button on the left up corner.

3. Game

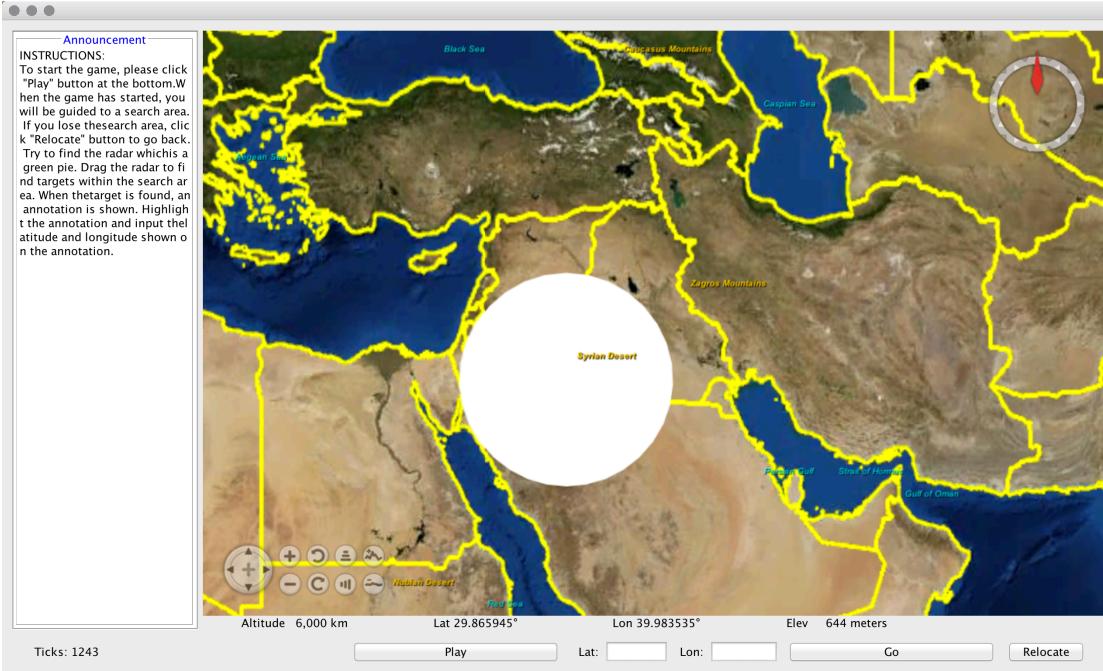
When the game is launched, users will see the user interface below:



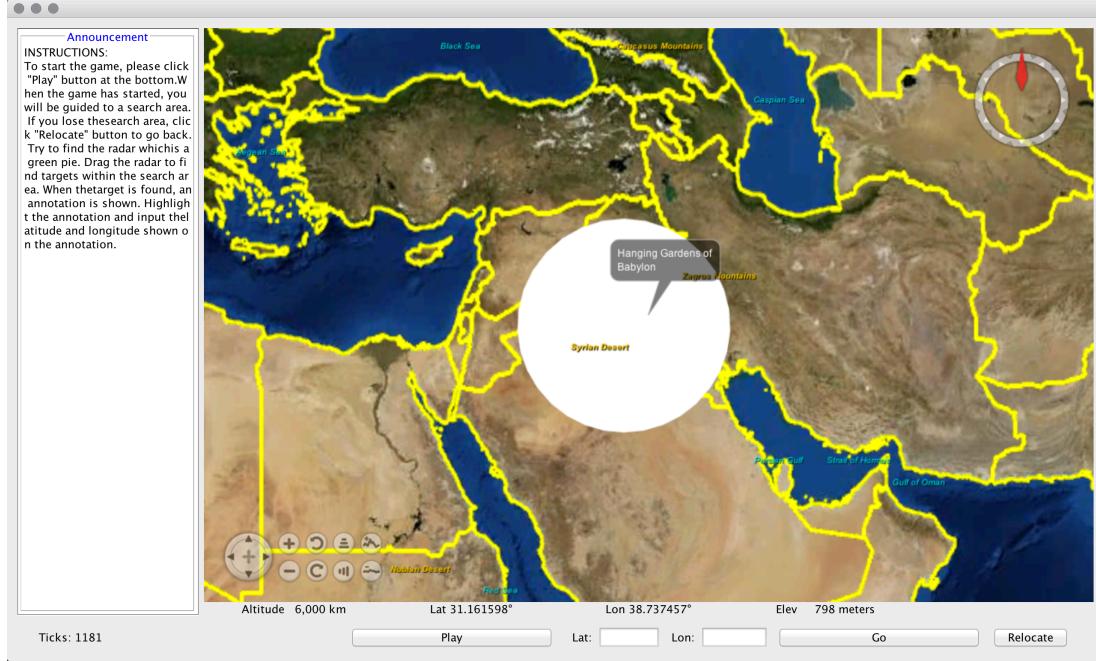
On the left side of the window, users can read the instructions of the game. On the right side of the window, there is a map for users to operate. At the left bottom corner, there is a countdown which means users should finish the game within 2250 seconds. Once users click the 'Play' button, the game will get started. Users can see a green circle on the map.



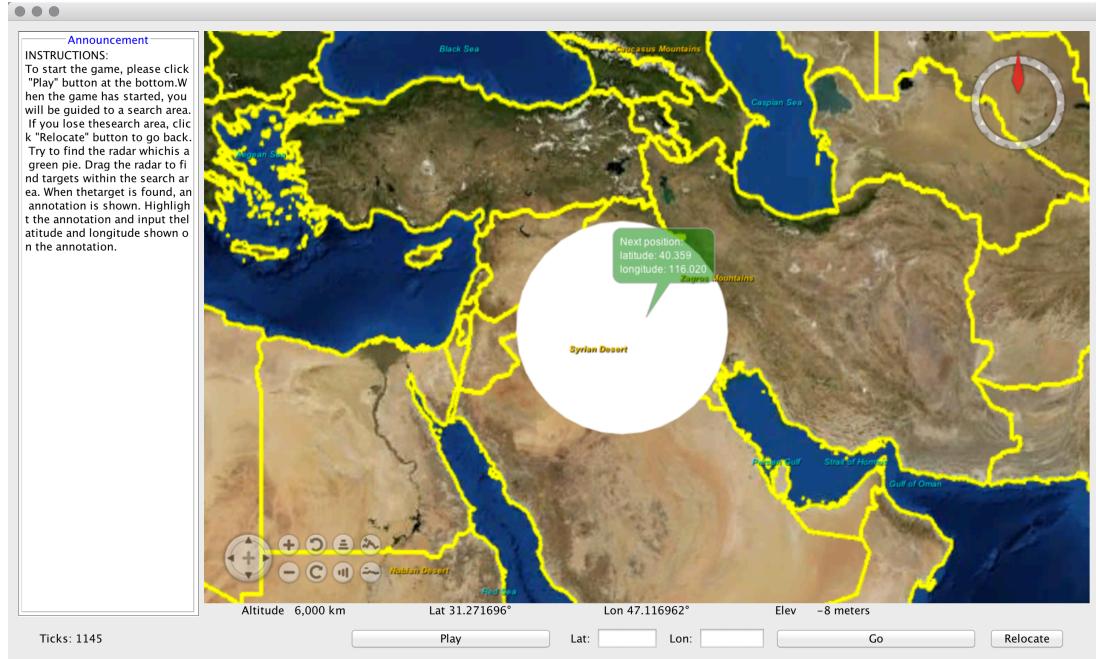
The green circle looks like a radar, which can be dragged on the map to find a hided check point on the map. When user is dragging the circle, the color will be changed to white.



If users lost the search area, the 'Relocate' button is used to relocate and will bring users to the search area. Once users find the hided check point on the map, it will show the name of the check point.



At this point, users should click the check point and its latitude and longitude will display.



The latitude and longitude should be input and then click the 'Go' button. Users will be brought to the next search area to find the next check point. There are total 15 hided check points on the map. Once all the users of a team finish the game, there will be popped dialog window telling this team's rank.



4. Exit

Click the close button on the left up corner of the game server, then it will close. Click the close button on the left up corner of the main window of Chat app, then it will quit all chatroom and get close.