To run this application three items are required at a minimum:

* Android Device
* Raspberry Pi
* Router

**Raspberry Pi Setup**

Load the necessary files to the Raspberry Pi:

* Server.java
* Physics.java
* Client.java
* Client2.java
* Client3.java

All files need to be compiled on the raspberry pi.

In the Server.java file find the String identifier and change to the ones that will be assigned by all three players for your game.

Also when in Server.java look for the assigned IP address for each player and change to the ones that match the other two players

Once this files have been compiled, the only class that needs to be implemented is the Server class. Implement this class as follows.

*sudo java Server* (note: you need to navigate to the folder where the file is located)

If you would like to see what is being streamed to the android device you can run the following line:

*sudo java Client*

**Android Setup**

For the android device load the necessary .apk file.

Once you have launched the application enter an identifier for your player.

The next prompt enter a port for the Socket, for this application port “444” was used.

The next prompt enter the IP address of the Pi server you are trying to connect to (i.e. 192.168.1.100)

In order to drive the car, the start button must be pressed to turn the engine on.

Press the Gas to accelerate the car, and brake to decelerate the car.

Turn the steering will to control the steering of the car.