

## Development manual for Banqi Game

### CS 414: Generic Team Name

Steps to setting up the environment:

- 1: clone the code from our GIT repository at  
<https://github.com/Korysam15/cs414-f17-301-GenericTeamName.git>
- 2: Install Eclipse and the J-Unit eclipse plugin
- 3: Make a new project, and associate it with the GIT repository
- 4: Run the shell script `./server.sh` to run the server with port 8080 and password file "passwords.txt"
- 5: Run the shell script `./client.sh` to run a Player with host "localhost" and port 8080
- 6: J-unit test cases can be run in Eclipse.

#### **Setting up an instance:**

- 1: Run a server with the desired port number and a password file (txt) as arguments
- 2: Run two clients with the desired hostname and ports as arguments
- 3: Once connected type help in the client console for a list of available commands

#### **Packages:**

Banqi: Contains code for the Banqi game

Client\_server: Contains code for the client and server side communications

Console: Contains code for console necessary for playing the game

User: Contains code for users, profiles, game histories etc.