Demonstration Video Link:

https://drive.google.com/file/d/144mtAnR5vEfa0Kr-Yn980UEfz5aST8lF/view?usp=sharing

How to Run the application:

1. Go to "builds" folder
2. Go to "Server" and launch the "PacketPew -Server.exe", choose the hosting choice (localhost) or custom IP address (for multiple machine connect)
3. Go to "Client" and launch the "PacketPew -Client.exe", choose the appropriate hosting choice and connect.
4. Launch another client (if on the same machine) or ask the other PC user to join, and Play 😊.
5. Please refer to the demonstration video for any instructions related to gameplay or networking explanation.

External Libraries (SFML):

The source code folder only contains the source code .cpps and header files, I have used SFML v2.6.1, kindly refer to this vcpkg guide or the SFML official instructions for Visual Studio/CMake, to get the source code working. If you're still facing issues, please contact 2400020@uad.ac.uk.

GitHub Link:

https://github.com/KushagraYashu/PacketPew/

To make it work properly, after downloading the repository, go to both project files folder, and include SFML by kindly referring to this vcpkg guide or the SFML official instructions for Visual Studio/CMake. If you're still facing issues, please contact 2400020@uad.ac.uk.

FOR ANY PROBLEMS RELATED TO THE APPLICATION OR UNDERLYING NETWORKS, KINDLY CONTACT
2400020@uad.ac.uk