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 project files folder should contain all the code files with the SFML v2.6.1 but if for some reason, SFML is not working, kindly refer 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.

The zip file contains everything but I am also providing a **GitHub Link:**

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

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