[**Demonstration Video Link**](https://drive.google.com/file/d/144mtAnR5vEfa0Kr-Yn980UEfz5aST8lF/view?usp=sharing)**:**

<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](https://learn.microsoft.com/en-us/vcpkg/get_started/get-started-msbuild?pivots=shell-powershell) or the SFML official instructions for [Visual Studio](https://www.sfml-dev.org/tutorials/2.6/start-vc.php)/[CMake](https://www.sfml-dev.org/tutorials/2.6/start-cmake.php). If you’re still facing issues, please contact [2400020@uad.ac.uk](mailto:2400020@uad.ac.uk).

The zip file contains everything but I am also providing a [**GitHub Link:**](https://github.com/KushagraYashu/PacketPew/tree/main)

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

**FOR ANY PROBLEMS RELATED TO THE APPLICATION OR UNDERLYING NETWORKS, KINDLY CONTACT**[**2400020@uad.ac.uk**](mailto:2400020@uad.ac.uk)