# fancyYooloo User-Manual

## Build

Just checkout the project and make a mvn clean install in the Code-directory

## Startup

### Server

java -jar yooloo-server.jar

### Client

java -jar yooloo-client.jar

## Server-Configuration (server.properties)

Just place a server.properties-File next to the yooloo-server.jar.

### Server

#### Defines the used server-port:

server.port=44137

### Game

#### Defines the total nuber of Players in a Game:

game.size=3

#### Defines the minimal count of real Players in a Game:

game.min.players=3

#### Defines the time the server schould wait for more Players, before some bots spawn (Seconds):

game.bot.wait=100

#### Prevent duplicated players (deactivate for legacy-clients):

game.nameCheck=false

* true: on
* false: off

### Bot

#### Sets gamemode of spawned bots:

bot.mode=RANDOM

* RANDOM: random-deck

## Client-Configuration (client.properties)

Just place a client.properties-File next to the yooloo-client.jar.

#### Prevent duplicated players (deactivate for legacy-servers):

game.nameCheck=false

* true: on
* false: off

#### Change the gamemode:

game.play.mode=X

* 0: random
* 1: 1 to 10
* 2: 10 to 1