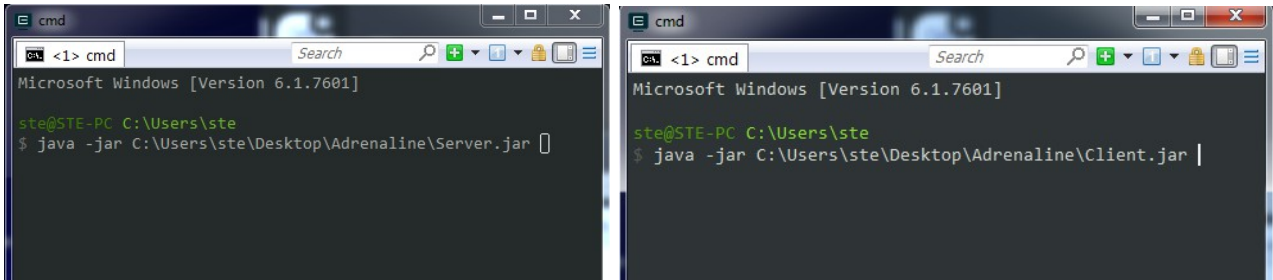


Leva-Martino-Ferrara Adrenaline's digital version

1) Chosen terminal:

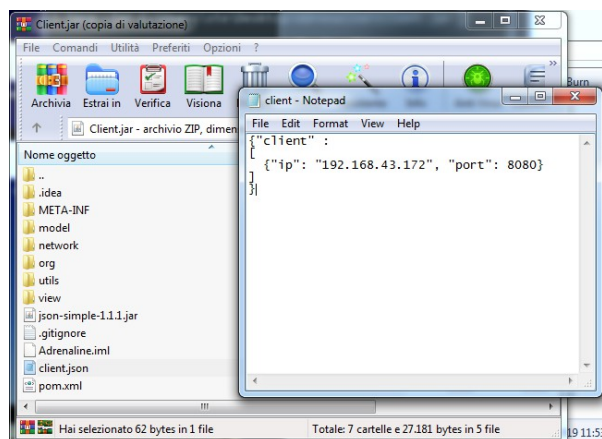
Conemu:

- download at: <https://sourceforge.net/projects/conemu/>
- to play the game use the instruction: `java -jar JarFileName.jar`



2) IP setting:

To set the IP, open Client.jar with an archive extractor (e.g. Winrar: <https://www.winrar.it/> or 7-Zip: <https://www.7-zip.org/>) and change "ip" in Client.json with the IP printed on the Server screen at the start:



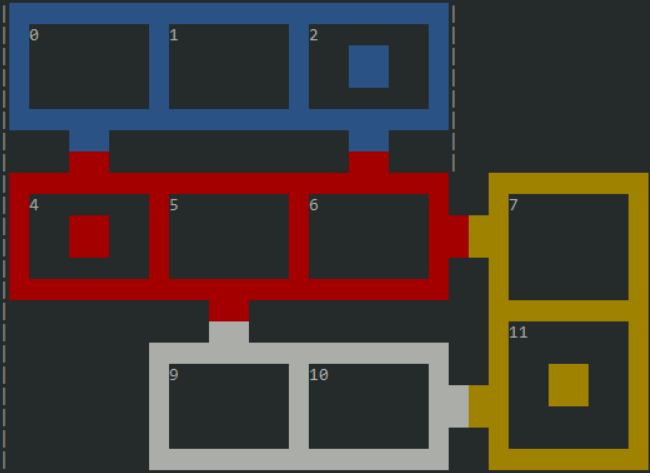
3) Implemented functionalities:

Complete rules + CLI + Socket + Multiple games

In-game footage:

Current turn number: 1
Current player: Stefano
Player Rank:
Stefano: 0
Michele: 0
Marco: 0

Killshot Track:
#



SPAWN WEAPONS:
LOCK RIFLE | TRACTOR BEAM | PLASMA GUN |
WHISPER | SHOTGUN | HEATSEEKER |
SHOCKWAVE | POWERGLOVE | SLEDGEHAMMER |

Stefano | Position: Not spawned yet. | Damage: | Marks: | Points: 8 6 4 2 1 1 | Available Ammo: 1 1 1 | Unloaded weapons: |
Marco | Position: Not spawned yet. | Damage: | Marks: | Points: 8 6 4 2 1 1 | Available Ammo: 1 1 1 | Unloaded weapons: |