

Setting up the Development Environment

Necessary Downloads (if not already installed):

1. **Eclipse** (<https://www.eclipse.org/downloads/>)
2. **MySQL** (<https://www.youtube.com/watch?v=fwQyZz6cNGU>)
3. **Git** (<https://git-scm.com/downloads>)

Dependencies to download (if not already downloaded):

1. Mysql-connector-java-5.1.44-bin.jar
2. From: <https://github.com/google/guava/wiki/Release19>
 - a. Guava-19.0.jar
 - b. Guava-19.0-sources
 - c. Guava-19.0-javadoc

Run MySQL Workbench

1. Set your credentials to username:root password:password

Import the SQL Dump file after creating schema “rollerball”

1. Dump20171204.sql from the github repository
 - a. This should create the necessary tables and two starter users
 - b. u/p and uu/pp

Allows the use of forms within eclipse:

Download and install Junit Forms Helper

<https://www.youtube.com/watch?v=oeswfZz4IW0>

Get Git tools in Eclipse

1. Window > Show View > Other > Git > Git Repositories & Git Staging

Set up GitHub Repo in Eclipse

1. Go to <https://github.com/NRFredrik/cs414-f17-301-TeamTheBestTeam>
2. Clone the repository
3. Open Eclipse
4. Navigate to the Git Repositories view that you added with **Get Git tools in Eclipse #1**
5. Choose clone a repository
6. Enter the info cloned from **Set up GitHub Repo in Eclipse#1**
7. Make sure the directory that the git is being set up in is the same as your eclipse workspace
8. Finish

Create your Local Instance of the Project

1. Create a new Java project in the same workspace that the git repo that you cloned is in.
2. Name that project EXACTLY cs414-f17-301-TeamTheBestTeam

3. To make sure up to date, right-click the project, Team > Pull to pull down most up to date code from repo

To run Rollerball on ONE MACHINE

1. First you need to run Server to start the server that will allow multi player
2. Next you will run ClientGUI. This will bring up a log in.
3. Login with the credentials of one of the users that was brought into the database with the dump file. Or register a new user and login with that user.
4. Run ClientGUI again. Again log in with a different user than the first.
5. With either user select Invite User
6. Select the other user from the drop box to invite to a game.
7. Accept invite with invited user to begin game.
8. User that sent the invite is White and goes first.

To run Rollerball on MULTIPLE MACHINES [this will be done on two machines]

1. First you need to start a server, or have on already running
2. First make sure the variable String host = the IP Address of the computer that is running the server in the ClientGUI.java file. Their database will be used.
3. Then run ClientGUI to begin.
4. Login with the credentials of one of the users that was brought into the database with the dump file. Or register a new user and login with that user.
5. On either machine, create a game/ send an invite.
6. On whichever machine you DIDNT send the invite, accept the invite to begin the game.
7. Play the game.