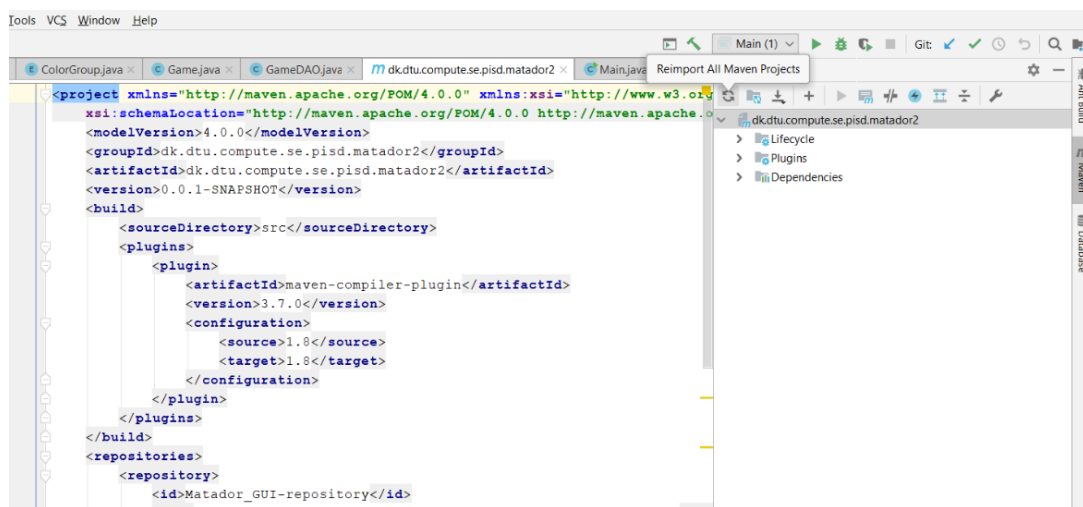


## README

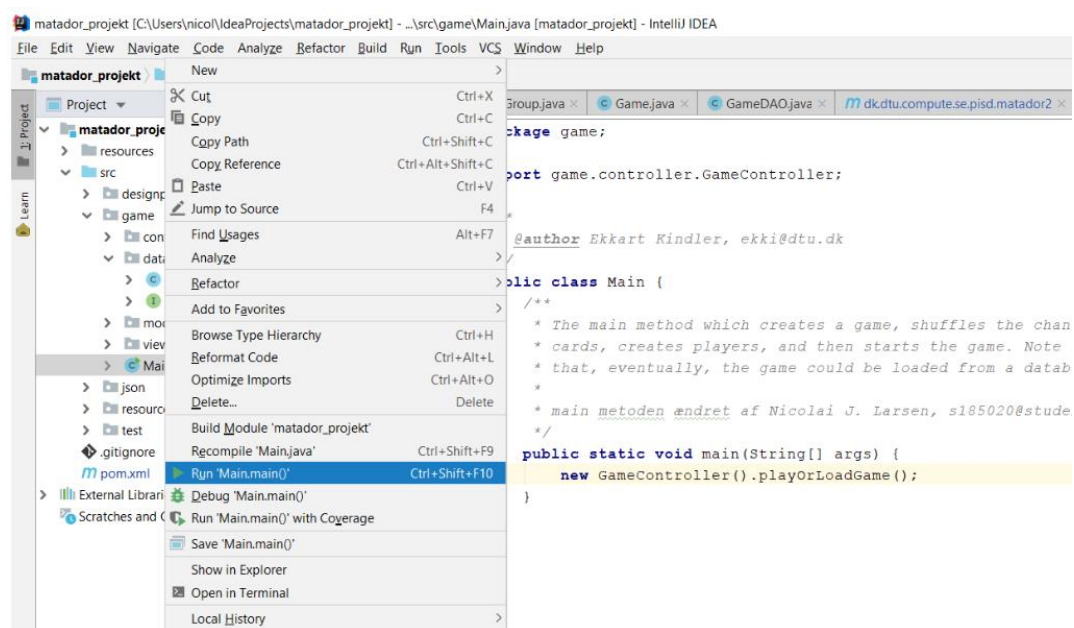
This project is a software implementation of the Danish board game “Matador”, as a project for the class 02362 - *Project In Software Development* at DTU. All the rules and features of the original boardgame have been sought implemented with the feature of being able to save a running game in a database and start the game up again at another time.

## Installation

To run the software, first open the pom-file in the project root with IntelliJ, and choose *open as project*. The project will now be built as a Maven project. All Maven dependencies needs to be imported before the code can be compiled. Press the button *Reimport All Maven Projects* – see the picture below.



This will download the jar-files needed to run the code. Then right click on the class *Main*, and click on *Run Main.main()* to run the main method – see picture below.



## Database connection

The project uses a database for saving and loading games.

### Connecting to a private database

It's very easy to change the configurations of the software to connect to a desired database.

Within the directory *src* the subdirectory *game* is located. Within this subdirectory, the subdirectory *database* is located and within this is the class *GameDAO*.

To change the database settings, open the class and change the three strings *URL*, *USER* and *PASSWORD*, so they match the desired database. The three strings are used as an argument for the connection to the database in the method *getConnection*.

### Connecting to a local database

To connect to a local database insert the following string instead of the current URL:

```
"jdbc:mysql://" + HOST + ":" + PORT + "/" + DATABASE + "?serverTimezone=UTC"
```

Instead of HOST, PORT and DATABASE write the desired destination, e.g.:

```
"jdbc:mysql://" + "localhost" + ":" + "3306" + "/" + "nicolai" + "?serverTimezone=UTC".
```

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