Setting up the environment to build your multiplayer game

In this document we will:

1) Learn how to download and use an SVN to access the come2play project.

2) Learn how to build the basic file structure for your game

3) Build the basic Ticktacktoe Logic

Downloading an SVN Client

In this tutorial we will be using Tortoise SVN, to download it go to <http://tortoisesvn.net/downloads>, you should download and install the latest version corresponding to your system, if you are unsure download the 32 bit version.

(Screen Shoots: downloadSite.swf)

Setting an SVN Checkout

After restarting your computer, take a directory and name it as API\_GoogleCodeSVN, right click on it, and on the menu that opened, choose the SVN checkout.

In the popup box you will notice a URL of repository field, enter the following address in it: <https://multiplayer-api.googlecode.com/svn/trunk>

After setting the URL for the repository, you should do another right click on the directory, and choose SVN UPDATE.

(Screen Shoots: rightClick.jpg, SvnMenu.swf, svnUpdate.jpg)

Building the basic file structure for the game

1. Go to the API\_GoogleCodeSVN directory, enter the AS3 directory, in this directory you should create your \*.fla files, we will name our tutorial \*.fla as TickTackToe\_Tuturial.fla
2. Now go into the come2play\_as3 directory, here you should create another separate directory for your \*.as files, In this tutorial we will name the directory TicktacktoeTuturial.
3. After creating the directory we should populate it with the following files TickTacToeTuturialMain.as, TickTacToeTuturialLogic.as and TickTacToeTuturialGraphic.
4. The first class we will work on is the TickTacToeTuturialMain, this class should extend ClientGameAPI.

Eventually the class with which you choose to extend ClientGameAPI will look like this:

**package** come2play\_as3.TicktactoeTuturial

{

**import** come2play\_as3.api.auto\_generated.ClientGameAPI;

**import** flash.display.MovieClip;

**public** **class** TickTacToeTuturialMain **extends** ClientGameAPI

{

**public** **function** TickTacToeTuturialMain(stageMovieClip:MovieClip)

{

**super**(stageMovieClip);

}

}

}

The next step is creating the TickTacToeTuturialLogic class and the TickTacToeTuturialGraphic class; you should contain TickTacToeTuturialGraphic in TickTacToeTuturialLogic, and contain TickTacToeTuturialLogic in TickTacToeTuturialMain.

Building our game logic

You should create the entire Ticktacktoe logic inside the TickTacToeTuturialLogic class, logic is defined as any calculations which doesn’t involve graphic calculations or server connectivity.

Ideally your TickTacToeTuturialLogic class should contain only two public classes

1. Start new game, creates a new game board
2. allow a player to make his turn, which allows the player to choose his square
3. Make turn, which gets a turn action and the player number who made it