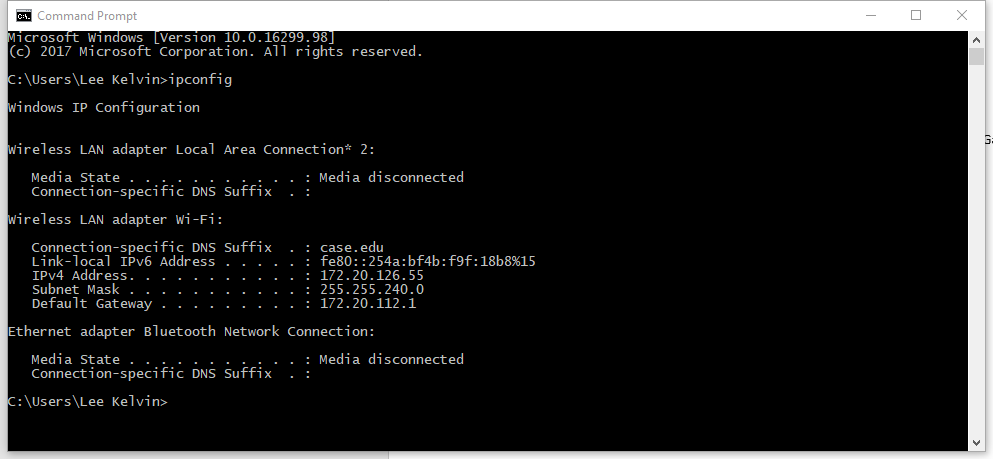
User Manual

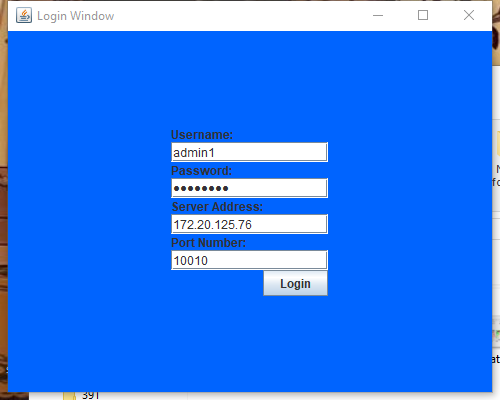
Step 1: configure IP address

Open Command Prompt, type in “ipconfig”. Make sure two testing devices’ Default Gateway has matching address



At this point, the host does not need to do anything. (to ensure default gateway are the same, both tester needs to be on case wireless or both on case guest)

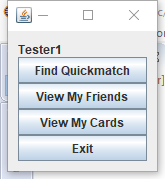
The application needs to be launch from class “Game” or the Game.jar provide. When launched, the two predefined users are admin0 and admin1. Tester 1 can use admin0 and tester 2 can use admin1, or vice versa.

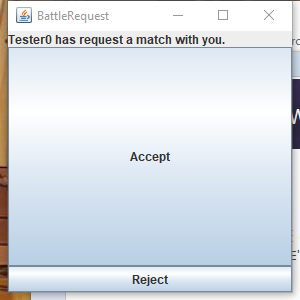
This is login window: 

The host can just leave Server Address as “localhost”. The second client need to type in the ip address of the host. In my case, the host’s address is 172.20.125.76. The ip address is obtain through the command prompt from above instruction.

So, predefined users are “admin0” and “admin1”, and password is “password”.

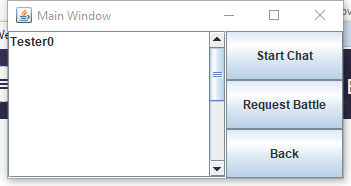
After login is successful, this is the main window:

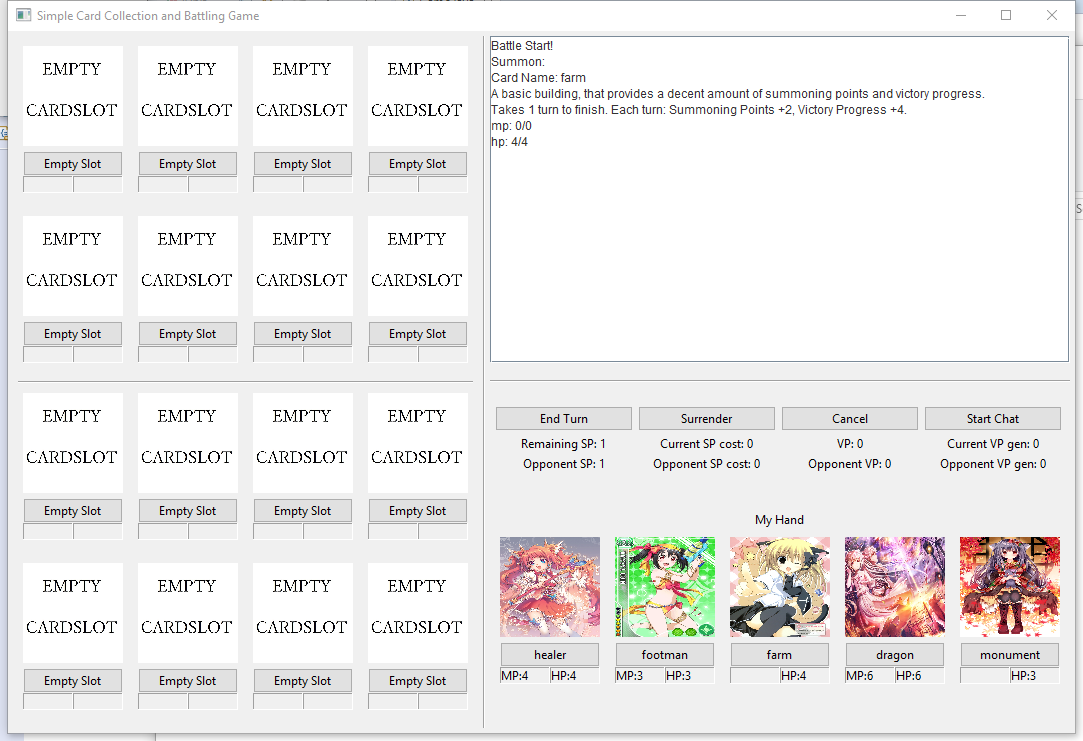


Quick match: After entering quick match and if someone is matched with you, you will see the follow window:. Accept to start the game, or reject to cancel the combat.

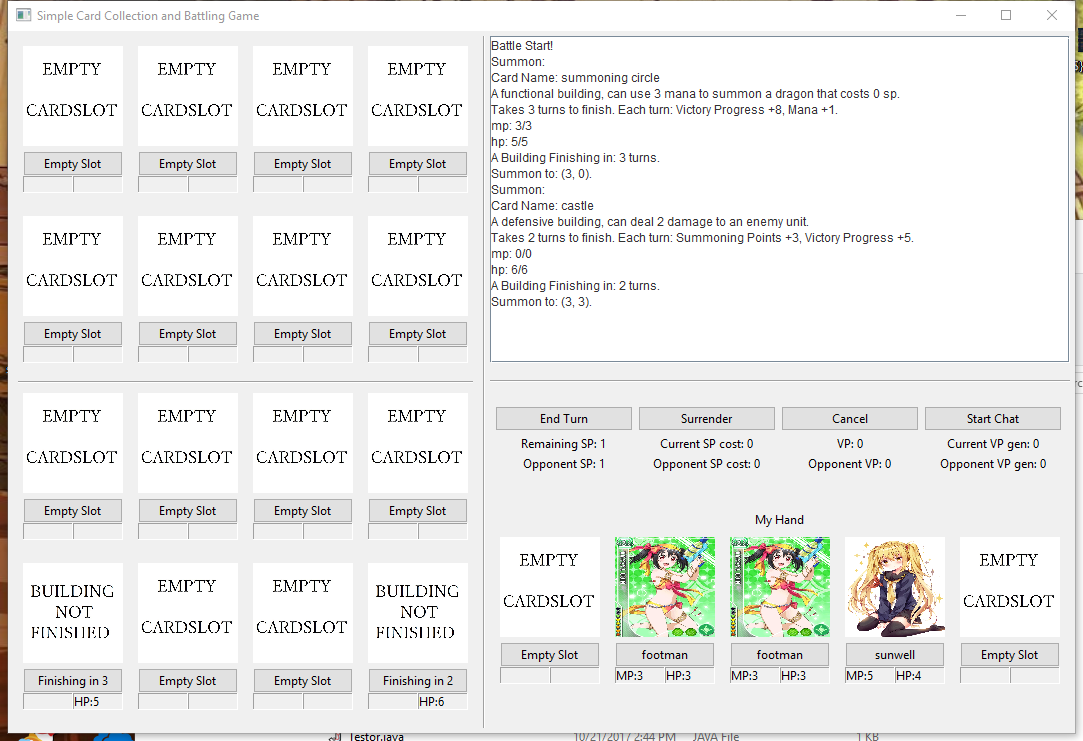
That is first way to initiate a combat.

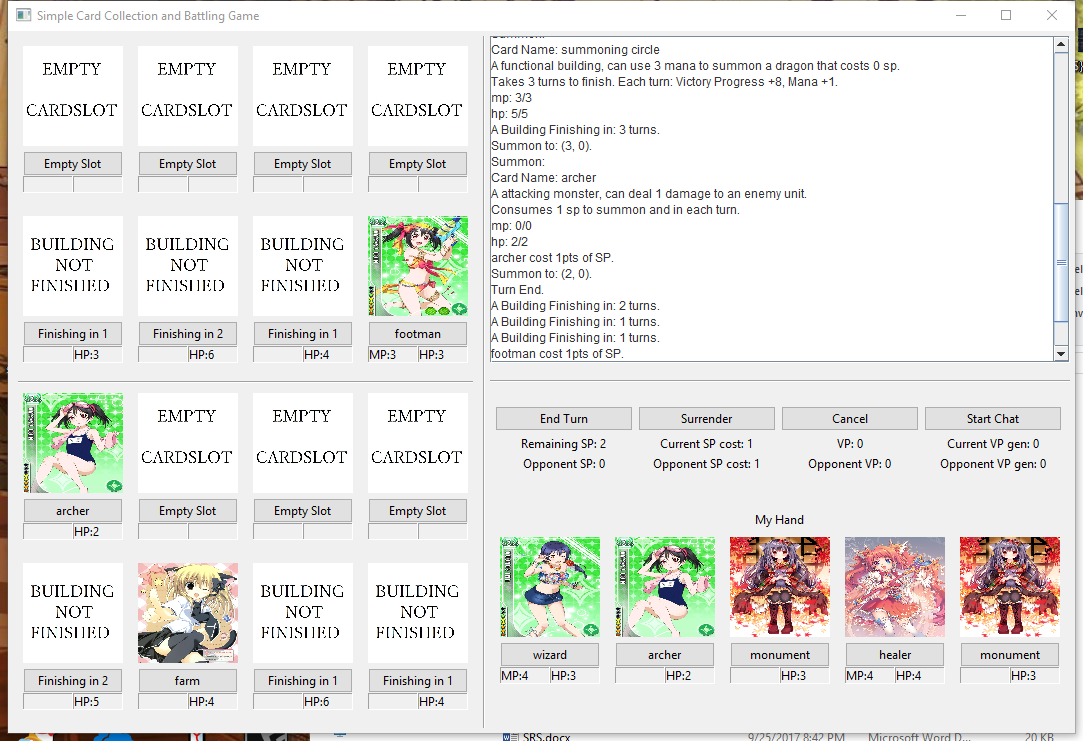
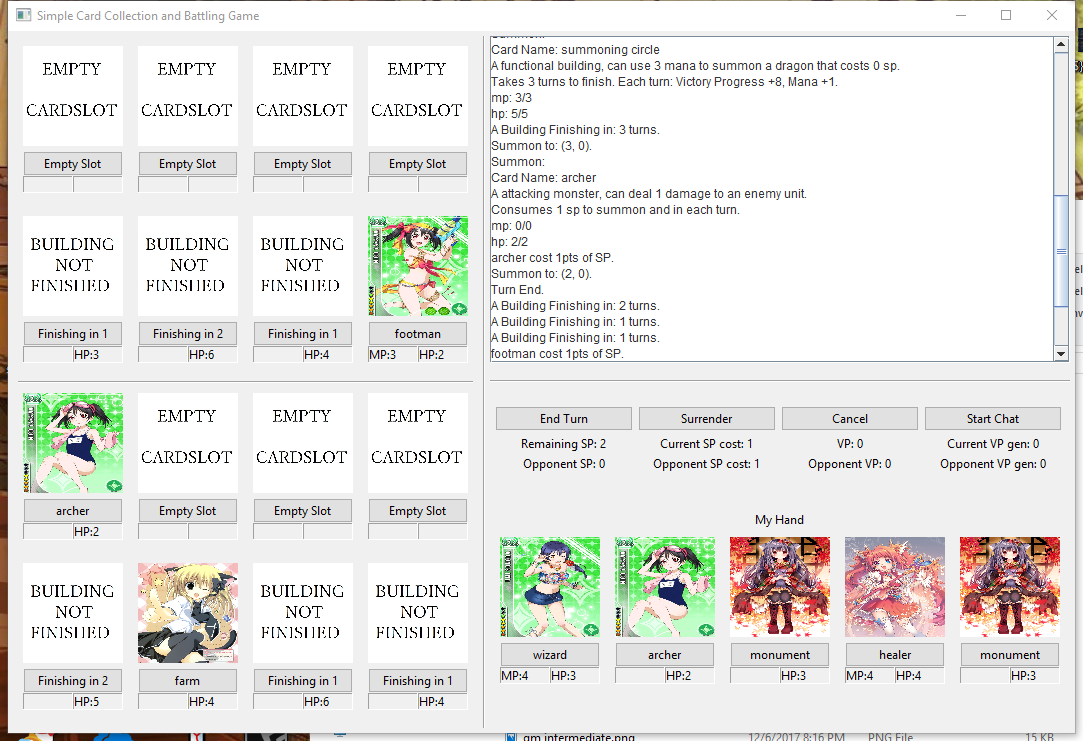
After clicking view my friend, this window shows up: . You can talk to or request duel with a person on your friend list. Simply click “back” to go back to the main window.



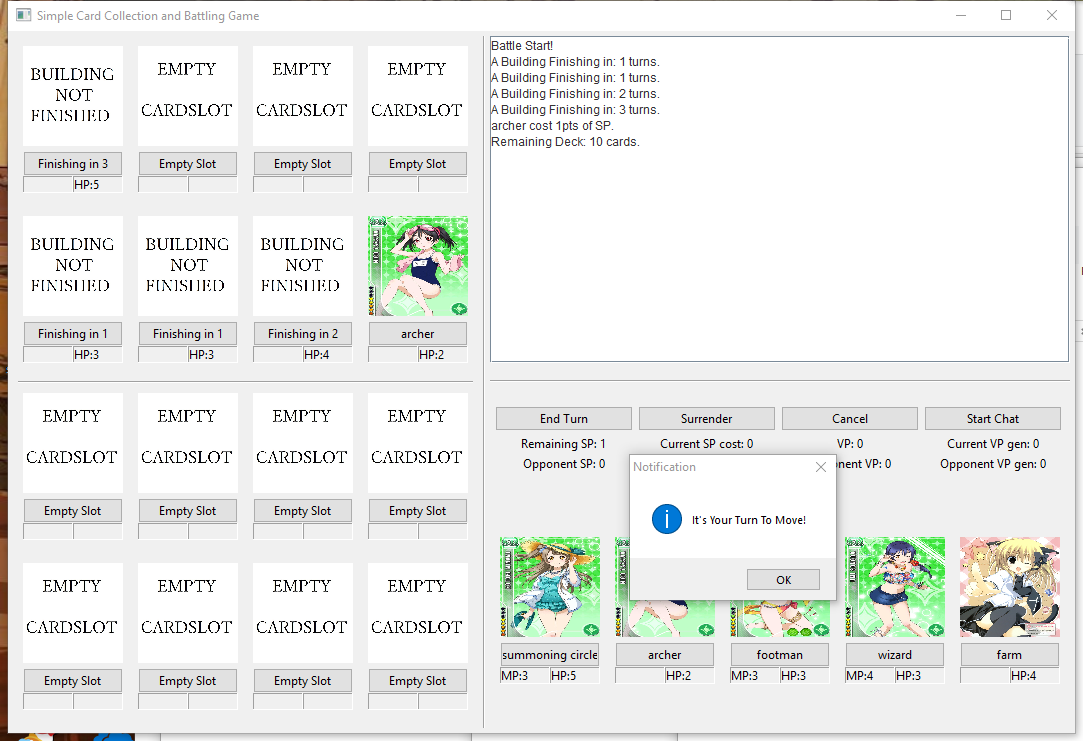
During combat, this is the windowlf a building is clicked, related information will be displayed. If a creature is clicked, summoning cost will be displayed. After clicking, simply click “Empty Slot” to move it to the battlefield. If you wish to cancel your selection, click “cancel”.

If you wish to talk to your opponent, click “start chat”. If you wants to end this game early, click “Surrender”.

Before combat, click a card you have, and click an empty slot on the left to place the card onto battlefield. If it is a building card, it will display “Building not finished”; otherwise, the creature card will be displayed.

During combat, you can select your creature, such as archer, by clicking the button below, then click the opponent’s creature, by clicking the button below , to attack. You will see the combat result correspondingly. 

If your creature has MP, simply clicking it will activates its ability. Hit “end turn” if you wish to end your turn.

At beginning step, you will be notified:

And you can always surrender to end earl by clicking the surrender button.

