

Project contributors:

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Package project:

Run `mvn package` at the root of the project.

Launch project:

Run `java -jar pandemiage-1.0-SNAPSHOT-jar-with-dependencies.jar` for default options.

Options:

`-a JARFILE -d DIFFICULTY -g CITYGRAPH -t TURNDURATION -s HANDSIZE`

JARFILE :

path to a .jar file containing at least one class that implements `fr.dauphine.ja.pandemiage.common.AiInterface` and a MANIFEST files containing the `AI-Class` property specifying the name of the class implementing `AiInterface`. Default : `DynamicAi.jar`.

DIFFICULTY :

level of game difficulty : 0 - Introduction game, 1 - Standard game, 2 - Heroic Game. Default : 0.

CITYGRAPH :

name of the file containing the graph of citie. Default : `pandemic.graphml`

TURNDURATION :

number of seconds representing the allocated time for each player to play his turn. Default : 1.

HANDSIZE :

maximum number of cards a player can hold. Default : 9.

Documentation (in French):

Refer to *user.pdf*, *dev.pdf* and *experimentation.pdf* located in the *docs* directory.