Dungeon of Pixels – User Manual

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If you are using non-Korean version of Windows, you first need to install code page #949 manually before start the game. See README.md on “docs” directory for more detailed information.

This project is based on the MinGW(Minimalist GNU for Windows). It is compiled by TCC(Tiny C Compiler). We provide compiled binary file of this project on “bin/release” directory, but you can manually compile this project by running make.bat on “client” and “server” folder. It will automatically copy data files and compile C codes to the “bin/release” directory.

You can run the program by running “run.bat” file on the “release” directory. You can change the host by editing this file. (You can easily edit this file by text editor. Last line of the file indicates the name of host and port for connection.) This program has server/client structure; therefore, you have to run the server first. After you run the server, you run the client to play actual game. Use arrow keys and enter key to interact with our UI. If you properly start the program, you will see the screen like figure 1. Press enter to see menu. In the menu, you can

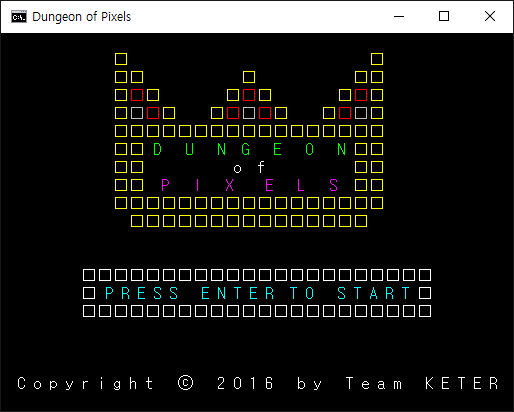


Figure 1. The initial screen

create an account or you can connect to the server with a created account. (You can only use lower case letter for your id. Password will not be encrypted, so do not use your personal information for your password.)

If you success to connect to the server, you will see your position on the map. It will be indicated on the title of the console. You can change your position by arrow keys. See figure 2.

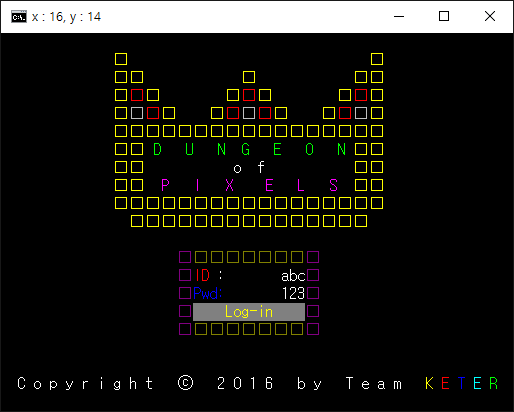


Figure 2. Position is indicated on the title bar