

Operations Document

Introduction

The Ludo game is a multiplayer turn-based game which can be downloaded as a zip from our git repository. To get started, you'll have to unzip the downloaded file.

Project References

- User Documentation and Developer Documentation.

Deployment

Windows:

- Unzip downloaded file.
- Inside the folder you'll find an executable file.
- Run the client.exe file.

Linux

- Unzip the downloaded file.
- Inside the folder you'll find an executable file.
- Install the wine app.
- Run client.exe on the wine app.

Mac OS

- Unzip the downloaded file.
- Inside the folder you'll find an executable file.
- Install the wine app.
- Run client.exe on the wine app.

Alternative

- If you have python3 and pygame installed, you can run Team_1_client.py to play the game.

Uninstall

To remove the program from your computer, you can just delete all the files.

Software Units

The main software used is pygame, tkinter and sockets for networking. The server was set up using Amazon Web Services. JSON messages were used to send data through the socket.

Operations Guidelines

Make sure the server is running on port 10000 with a static IP. Aws also has tools to track system usage, performance and activity. The game does not need a database as no data needs to be stored. The game can run low-spec systems.

Trouble Shooting:

It is not possible at the moment for the client to connect to our server if your firewall blocks all ports except port 80 and 443.

If you have any difficulty with the program, please contact us at email.com.