

Manual

Introduction: 'Kick n Save' is a soccer based game where two players can play against each other where one will play as a shooter and another as a keeper. This game can be played from different pcs which are under a specific network.

How to Play: First, the 'Server.java' will have to be compiled. Then 'FinalProject.java' should be compiled for every client. Running this, user will get a window like this:



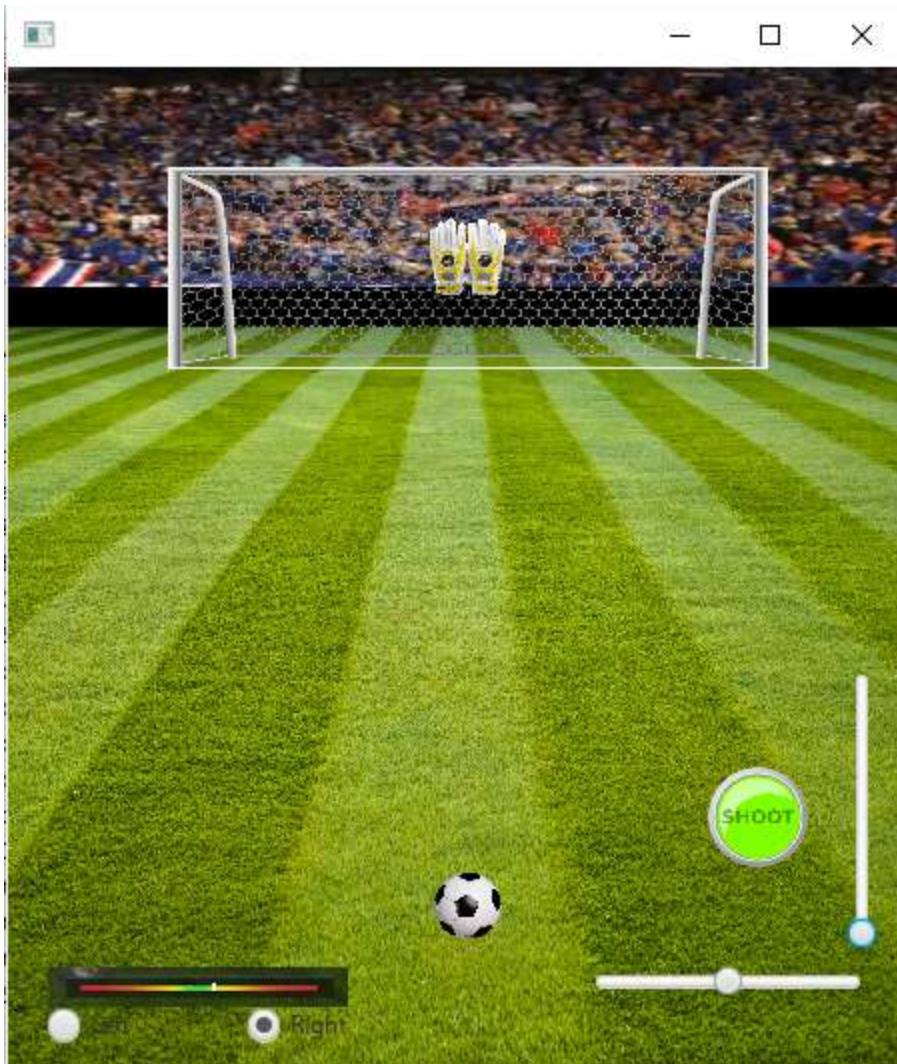
In the text field, user will have to type his/her name & choose the mode which he/she wants to play (Keeper or Shooter).

If user chooses to play as a keeper, then this window will be shown:



Here, user will be capable of just moving the gloves by dragging mouse. Moving the gloves, user can save goal from his/her opponent's shoot!

Or, if user chooses to play as a shooter, then this window will be shown:



Here, the shooter will have to be tricky to score goal! At right bottom, there will be two slides: vertical one is for setting the height angle and horizontal one is for setting side angle. At left bottom, there is option for choosing the side for swing. Last but not the least, the most important thing is the power slide at left bottom. The pointer will be moving always. The moment shooter press the 'SHOOT' button, the power will depend on the pointer position in that moment. Again, if shooter shoots with more power, swing will be less; again, if shooter shoots with less power, swing will be more. So, shooter should choose an optimal position for shooting!!

If shooter can score a goal, 'GOAL!!' will be shown on both screen. In the same way, if shooter misses, 'MISS!!' will be shown and if the keeper can save the shot, 'SAVED!!' will be shown on both screen.

Source Code: <https://drive.google.com/open?id=0B-07COTxaifwS0U0cFZ2T1pmaIE>

