



# ***BALLS 2 THE WALL***

Instruction Manual

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## 1 Program Start-up

The .jar file requires a certain input depending on if the player wants to start the server or the client. For the server, please use the following command:

```
java -jar Balls2TheWall-x.x.jar server <port>
```

The <port> can be chosen by the player, preferably a value above 3000. Respectively, if a client is up and running, a client can connect to it with the command:

```
java -jar Balls2TheWall-x.x.jar client <ip>:<port> <name>
```

The <name> is not mandatory, although if not input the game uses the system assigned user name.

*Note: These commands need to be executed from the terminal within the same folder as the .jar file.*

## 2 Game Startup

Upon establishing the connection to the server, the client (player) starts a window. This window allows the client to choose either to play locally through **Play Local** button (not implemented) or online through **Online multiplayer** button. For online multiplayer the player should type in the user name, IP address and port number to enter the chat room and chat with other players who are in the same lobby.

## 3 Chatroom

### 3.1 Chat Options

At the right hand side of the window are three panels; at the top are the high scores, at the center are the currently online players and in which lobby they can be found and at the bottom are the lobbies and their states.

At the top of the window is a menu bar. From there the player can exit the program and access the settings through **System**, go to different lobbies through **Lobbies**, and change the user name through **Session**.

At the bottom of the window is the input field for the chat, and next to it is the button **Start Game** for starting a match.

### 3.2 Sending Message

#### 3.2.1 By default

Player can set their custom message which will be displayed to the other users in the same lobby.

#### 3.2.2 By whisper

Player can also send a message to only one user within the same lobby. This is done by starting the message with **.whisper** and **adding the name of the user** that the message is meant for. The name must match one of the names displayed on the Lobbies panel, or the message will be sent to everyone in the lobby.

#### 3.2.3 By broadcast

If a message is meant for each and every connected user, the player needs to start the input with **.broadcast**. The message after that is forwarded to everyone in all the lobbies.

*Note: The players log automatically into the main hub lobby 1.  
Games can not be started from there, they are started from the other lobbies.  
A game is started as soon as all players are ready.*

## 4 Into the game

### 4.1 Selection Screen (in progress)

When a game is ready, one player is allowed to choose the map and the game mode. After selecting, each player can choose from a collection of different skins. If everyone is ready, here we go!

## **4.2 Maps (in progress)**

The game offers a wide variety of different maps to play on! Each map comes with two variants:

- The default field  
where the field isn't slippery.
- The ice field  
for a reduced friction experience, but try not to lose control.

## **4.3 Game modes**

### **-Deathmatch**

In deathmatch winner is last man standing. All players try to push the others off the map until one player is left on the field.

The first one to win five rounds wins the match.

### **-Collectathon (not implemented yet)**

The goal in this mode is to collect more tokens than other players within a specific time. But always take care, because if a player falls off the map the points will be reset to zero.

### **-Team Deathmatch (not implemented yet)**

Players compete against each other in teams. Both teams need to work together and come up with a strategy to push each and every opposing player off the map.

The first team to win five rounds wins the match.

### **-Spectator Mode (not implemented yet)**

Came too late to a game? Do not fret, because not all is lost. Take a part in the game as a spectator, Learn the strategies of your upcoming opponents and beat them in the next game!

#### **4.4 Scores (in progress)**

During the match the scores will be displayed on the balls, whereas the ranking of all players who took part in the game will be shown at the end of each match.

#### **4.5 Obstacles and Mystery (in progress)**

*What is the missing component to spice it all up? Exactly, some Mystery Boxes and Obstacles!*

The game offers a variety of item boxes. But keep in mind, some items should rather remain unopened.

##### **-The Good**

Max speed up

This power up lifts the threshold of the max speed of the player. More speed equals more power!

Mass up

This power up does not affect the velocity, but the collisions with other players. The opposing players colliding experience a harder bounce than normally.

##### **-The Neutral**

Size up

This power up increases the size of the player and is thus easier to hit. On the contrary, it's also easier to collide with opponents.

##### **-The Bad**

Max speed down

You don't want to be slow in this game. Whilst being slower, collisions can be more fatal.

Mass down

A loss of mass causes to be flicked more easily off the map. This is the wrong moment to get the summer body; avoid collisions at any cost.

*Whether the player ends up with the good, the neutral or the bad item, it will last the whole round. The player's state is reset when a new round starts.*

As for the obstacles, what can come across can be:

Trees

Try not to get bounced back by them.

Mud

Avoid to get down in the ditch, as these areas slow down the player.

## 5 Controls

The player can roll their ball with the arrow keys of the WASD-keys. The player always moves in respect to the camera position, and the camera always follows the player. It's easy to learn!

## 6 Exit

When the match ends the player needs to exit the match window by clicking on the **x** button at the top right of the window, then go back to the chatroom window for a new match.

In order to exit the chatroom, the user needs to go to the Menu bar click on **System** then **Exit**, which allows the user to close the whole game by clicking on the **Exit** button found at the end of the screen.