

Hues in the Air Game Manual

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1 Starting the game

The Main.java file is responsible for the launching of the game. It can either be launched with the jar file generated by Gradle or from your favourite IDE. The following arguments will be considered correct by the program, leading to a successful launch:

- `client`
- `client serverIP:serverPort`
- `client serverip:serverport username`
- `server serverPort`

2 Objective

At the beginning of a game, you are given a colour. Your goal, with your teammates, is to bring your cube to the end of levels by jumping when you are allowed to. Indeed, you can only make the cube jump if it is moving on a block of your own colour.

3 The menu

From the menu, you can prepare your upcoming game. Three tabs are available to you: home, games and settings.

From the Home tab, you can create a lobby or join an existing one. To know which lobbies you could join, take a look at the list down below or ask in the chat if someone wants to play with you. When creating a lobby, you have to create a password which all users will have to enter to be allowed into your lobby.

From the Games tab, you can have a look at all the games that have been played on the server up to now, or are still being played

From the settings tab, you can set the music and sfx volumes or change your username. You will also find a great credits text which you are heartedly invited to read.

4 The lobby

Once you have joined or created a lobby, you will be brought to a new page, the lobby page. In this page, you have access to two chats, one to talk with the other clients in your lobby only, and the other to talk to all people on the server. You can send private messages from either of these chats.

When you are ready to start a game, click the "Toggle Ready" button and wait till all your other teammates have done so. If that's the case, your game will be started automatically.

If you wish to exit your lobby to play with someone else, you can simply log out and you will be brought to the menu screen again.

5 Chats

Type in the text field below a chat and click enter to send your message. If you want to send a private message to a specific client, start your message with *@username*. Private messages are displayed in italics in your chat.

6 Gameplay

Your cube is moving on colourful blocks. When these blocks are of your colour, press the space bar to make the cube jump and avoid dying. You can jump on walls and the gravity will change accordingly. If you wish to pause the game, you can click the ESCAPE key.