

How to setup this game

TEAM SPACEX

What you'll need:

- About 10 minutes. watch "How to setup" and "Game Demo" videos on Youtube
- XAMPP or any MySQL Database (Used XAMPP Version 3.2.2)
- Strong Internet connection
- NetBeans IDE 8.0 (only for code view and GUI design view)
- JDK 1.7 or above version

Video Links:

How to setup - <https://www.youtube.com/watch?v=MUw6aDU8Ngw>

Game Demo – https://www.youtube.com/watch?v=RcnRSBRLs_c

1.0 Server configuration:

NOTE: Should be connected to the internet

1. Extract zip file
2. Open MySQL (PhpMyAdmin or workbench)
3. Open "SourceCode" Folder
4. Find "flogmaster.sql" and import or execute it's queries in database

When it successfully executed, it creates "flogmaster" database with a table called "playboard".

5. Open "config.properties" file.
* If you want to setup your machine as server machine.

Set **SERVER_IP** value to **your computer IP**

No need to change port

DB_HOSTNAME value to **your computer IP**

When execute "**flogmaster.sql**" it creates a User "spacex" with password "spacex", so **no need to change DB_NAME, DB_USER_NAME and DB_PASSWORD.**

6. Server configuration completed
7. Copy this "config.properties" file and go to **FlogServer > target** folder and paste (replace)
8. Go to target folder and double click jar file and click green color start button to start server

2.0 Players configuration –

*Another machine that can access above server machine through network

1. Open "SourceCode" folder
2. Copy above changed config file
3. Copy and go to **FlogGame > target** folder and paste (replace)
4. Player configuration completed
5. Double click jar file to start main screen of the game.