**TIGER ISLAND**

**CODE DOCUMENTATION AND COMPILATION**

**TEAM D**

***HOW TO OBTAIN TIGER ISLAND***

To obtain *Tiger Island*, please visit the following GIT repository.

GIT REPOSITORY: <https://github.com/TeamDee/TotoRoyale>

Once you’ve obtained this repository, import it to IntelliJ and follow the steps below to run the game.

The next two pages will show you how to run *Tiger Island* locally on IntelliJ and using a server.

***Libraries***

Locate the two jar files in the root directory:



In Intellij, add them as libraries in order to run the Junit tests and acceptance tests.

***RUNNING TIGER ISLAND LOCALLY***

1. Locate the *GameEngine* directory (*TotoRoyale > src > GameEngine)*  and open the *GameLogicDirector* file.
2. Locate the *setUpPlayers()* method and *uncomment* line 369-370. This is the deck initialization, and will be needed to run the game locally.

**private void** setUpPlayers(){  
 **p1** = **new** WhitePlayer(**""**+**playerOneId**, **myMap**, **null**);  
 **p2** = **new** BlackPlayer(**""**+**playerTwoId**, **myMap**, **p1**);  
 **p1**.setEnemyPlayer(**p2**);  
 **p2**.setEnemyPlayer(**p1**);  
  
 **players** = **new** ArrayList<Player>();  
 **players**.add(**p1**);  
 **players**.add(**p2**);  
 **activePlayer** = **new** PlayerController(**p1**, **this**);  
 **currentPlayer** = **p1**;  
  
*// deck = Deck.newExampleDeck();  
// System.out.println(deck.cardsLeft());* **newGame** = **false**; *// Q: what's this for? A: see run method* **winner** = **null**;  
  
 }

**Below is what the new class should look like:** (changes made appear in yellow)

**private void** setUpPlayers(){  
 **p1** = **new** WhitePlayer(**""**+**playerOneId**, **myMap**, **null**);  
 **p2** = **new** BlackPlayer(**""**+**playerTwoId**, **myMap**, **p1**);  
 **p1**.setEnemyPlayer(**p2**);  
 **p2**.setEnemyPlayer(**p1**);  
  
 **players** = **new** ArrayList<Player>();  
 **players**.add(**p1**);  
 **players**.add(**p2**);  
 **activePlayer** = **new** PlayerController(**p1**, **this**);  
 **currentPlayer** = **p1**;  
  
 **deck** = Deck.*newExampleDeck*();  
 System.***out***.println(**deck**.cardsLeft());  
 **newGame** = **false**; *// Q: what's this for? A: see run method* **winner** = **null**;  
  
}

1. Locate the *Main* file in the *GameEngine* directory and run the game.
2. A GUI will appear and you will be able to watch the game in action!

***RUNNING TIGER ISLAND USING THE SERVER***

\*\*\*NOTE: If previously running the game locally, make sure to comment out line 369/370 in the *setUpPlayers()*  method in the *GameEngine* Directory. Follow *Step 2* in the *Running Tiger Island Locally* section (above).

1. If you’d like to run TIGER ISLAND via a server, first obtain the following information:

1. Server Name – this is the IP address
2. Port Number
3. Tournament Password
4. Username
5. Password

2. Locate the *Networking* directory *(TotoRoyale > src > networking)* and open the *serverInfo* text file.

Input the above information in the following format:

Server Name

Port Number

<Tournament Password> <username> <password>

**Example:**

10.136.47.21  
454  
hello TEAM\_D PASS\_D

3. Locate the *GameNetworking* directory (*TotoRoyale > src > GameNetworking)* and open the *MockServerClientRunner* file.

4.Once the server is established, run the *MockServerClientRunner* file.