Secret Code Guess Game Instruction

1. Single Player Guess Game

a. Open both SinglePlayer.java and SingleServer.java and change the PORT and HOST fields according to your host address and port that you are going to use.

```
public class SinglePlayer {

// Declare field variables and objects for global use
// public static final String HOST = "localhost";
public static final String HOST = "mi-c27n1.csit.rmit.edu.au";
public static final int PORT = 18745;
public static final int PORT = 18745;
```

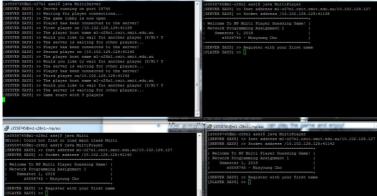
b. Upload all java files onto the server and compile the files through makefile. Make sure the java files must be stored with the same folder as makefile. After uploading all the files into the same file, run 'make' command to compile those files. If the files are compiled without any error, you are ready to play the game.

```
[s358/45@m1-c27n1 ass]$ 1s
GameConfig.class
GameConfig.java
MultiServer.class
GameLobby.class
GemeLobby.java
GemeLobby.java
GemeLobby.java
GemeLobby.java
GemeLobby.java
GemeLobby.java
GemeLobby.java
GemeLobby.java
ServerCoordinator.class
GevesGameThread.class
GevesGameThread.java
single_communication_log.txt
single_game_log.txt
multi_communication_log.txt
SingleFlayer.class
MultiPlayer.class
MultiPlayer.java
SingleServer.class
MultiPlayer.java
SingleServer.java
```

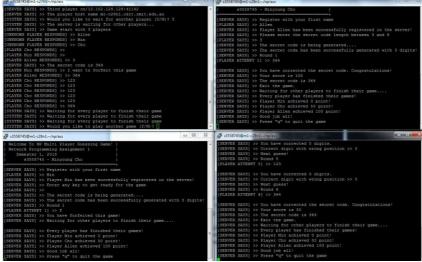
- c. Run the server first with command 'java SingleServer'.
- d. Once the server starts running properly, you can connect your client file to it. The command is 'java SinglePlayer'.
- e. After everything works correctly, you can play the game and enjoy!

2. Multi Player Guess Game

- a. Proceed the same process as the Single Player Game version up to b phase.
- b. Run the server first with command 'java MultiServer' and this will open the server.
- c. After the server is open successfully, type command 'java MultiPlayer' to connect players based on how many players do you want to play in a game. This is available up to 3 people simultaneously.
- d. If there is only 1 player in the game lobby, the process is rather similar to Single Player version, however, in this case, you might have to register with your first name.
- e. If there are more than 2 players, the first player sets the secret code length, and others are asked to wait until the code is generated successfully.



- f. Also, this version has another function called "forfeit" meaning that you can forfeit (give up) the game while in progress by typing "f" in guessing phase. Then the user who has forfeited gets 0 score and waits until others finish their game.
- g. At the end of the game, all the players are given their achieved scores and also notified everyone's score with rankings from lowest to the highest.



- h. The server can keep running the game by typing "Y" key at the end of the game.
- i. Enjoy!