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Programming in Java

Assignment 4

-The game can be started from class Main, which is a window that makes the user choose whether to host a game or join an existing one.

-The server player takes the first turn.

-The player can move the painter and then press and HOLD “space” to throw the paint.

-You have to keep pressing on space, until the paint either hits the house or misses it.

-If it hit, a dialog message will appear saying so.

-The player who hits the other house 4 times, win.