MEMORY GAME
UNDERTALE-THEMED TILE MATCHING MEMORY GAME

♥ Authorship
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CS21B A, 2015-2016, submitted to Alberto Medalla.
Theme based on UNDERTALE by Toby Fox. Assets under fair use.

♥ Description
MEMORY GAME is exactly what it is - players match pairs of tiles. In 2-Player mode, the players race against each other, and the first player to match all 20 tiles wins.

IF YOU CHOOSE TO PLAY IN 2 PLAYER VERSUS, ENTER YOUR NAME AFTER IP

MEMORY GAME

GAME MODE
♥ Single Player
2 Player VS

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ART ASSETS BASED ON UNDERTALE [C] 2015 TOBY FOX

♥ Usage
Prerequisites:
-Java 1.8
-On Windows, the firewall must be set to allow Java.
 For 64-bit Java 1.8 Update 91 (replace details for other versions):
 netsh advfirewall firewall add rule name="Java" dir=in action=allow
 program="%ProgramFiles%\Java\jre1.8.0_91\javaw.exe" enable=yes
-The included bootstrap scripts are only available as .bat files for
Windows. These do not need administrator privileges.

Build Instructions:
If you are on Windows, just run buildAll.bat.
On other OSes, create a directory named "out", then run:
javac -cp ./lib/* -d ./out/ src/*.java

Server Instructions (only if playing in 2-Player):
    1. Run runServer.bat
        For other OSes: java -cp ../lib/*:../out/ GameServer
    2. Keep the server program open for the clients to connect.

Client Instructions:
    1. Run runPlayer.bat
        For other OSes: java -cp ../lib/*:../out/ LaunchGame
    2. A menu will pop up giving an option between Single Player and 2-
        Player modes. Select the desired game mode.
    3. Enter the information needed.
        For Single Player: player name only
        For 2-Player: server IP address, player name
        How to check the server IP:
        Windows: ipconfig | findstr IPv4
        Other OSes: ifconfig | grep "inet "
    4. Once the name has been entered (Single Player) / Once both players
        have connected, the game will start002E
    5. Gameplay will end once one player has won.

♥ Game Mechanics

From the description: MEMORY GAME is exactly what it is - players match pairs of tiles. In 2-Player mode, the players race against each other, and the first player to match all 20 tiles wins.

The game's Single Player mode is self-explanatory; the player simply matches tiles until they match all. In 2-Player mode, the winning player is the one who matched all tiles first. Both players get the same tile arrangement. Gameplay ends for both players once one player has won. The server notifies the winner that they have won; conversely the loser that they have lost.