

# EECE 310 Project

## USAGE

How to run the game:

1. First way:
  1. Launch the .jar file
2. Second way:
  1. Compile source files in Eclipse
  2. Run the Display class ("Run as Application")

Single player mode:

1. Click the "Single Player" button on the Main Menu
2. Read the instructions on the game screen carefully
3. Click on the game screen, and press the appropriate button to start the game according to the instructions on the game screen.
4. Start playing against a bot!
5. Press "Back to Menu" to return to the Main Menu, or the "x" button in the top right to close the game

Local Multi player mode:

1. Click the "Local Multiplayer" button on the Main Menu
2. Read the instructions on the game screen carefully
3. Click on the game screen, and press enter to start the game
4. Play!
5. Press "Back to Menu" to return to the Main Menu, or the "x" button in the top right to close the game

### Online Multi player mode:

1. Click the "Internet Multiplayer" button on the Main Menu
2. Read the instructions on the game screen carefully
3. a) For server side (to host the game):
  1. Click the "Server" checkbox
  2. Type in a Port you wish to use to host the game (between 0 and 65535)  
\*make sure the TCP port and UDP port 750 is opened
  3. Click the "Host" button
  4. Wait for client to connect Once connected, the game starts
- b) For client side (to connect to a server):
  1. Click the "Client" checkbox
  2. Type in the IP address and the Port of the server you wish to connect to
  3. Click the "Connect" button
  4. Once connected, the game starts
4. Play!
5. Click the "Disconnect" button to disconnect from the other player and quit the game
6. Press "Back to Menu" to return to the Main Menu, or the "x" button in the top right to close the game