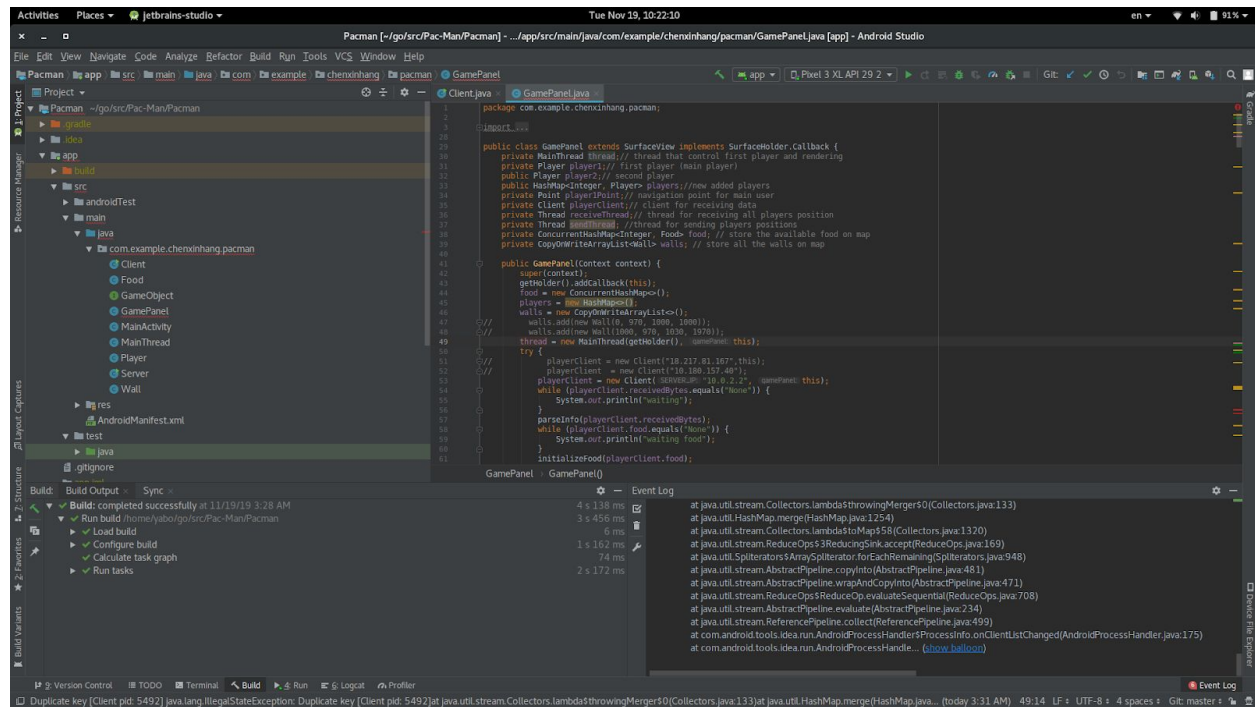
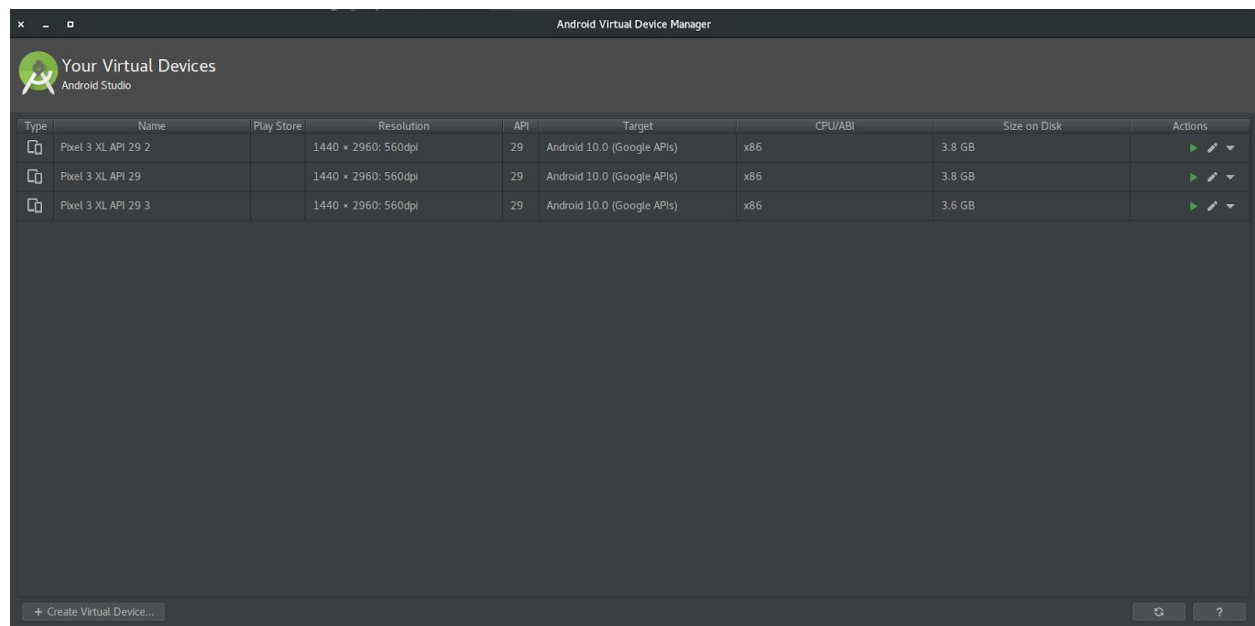


Test with Android Studio

Open the client project Android Studio.



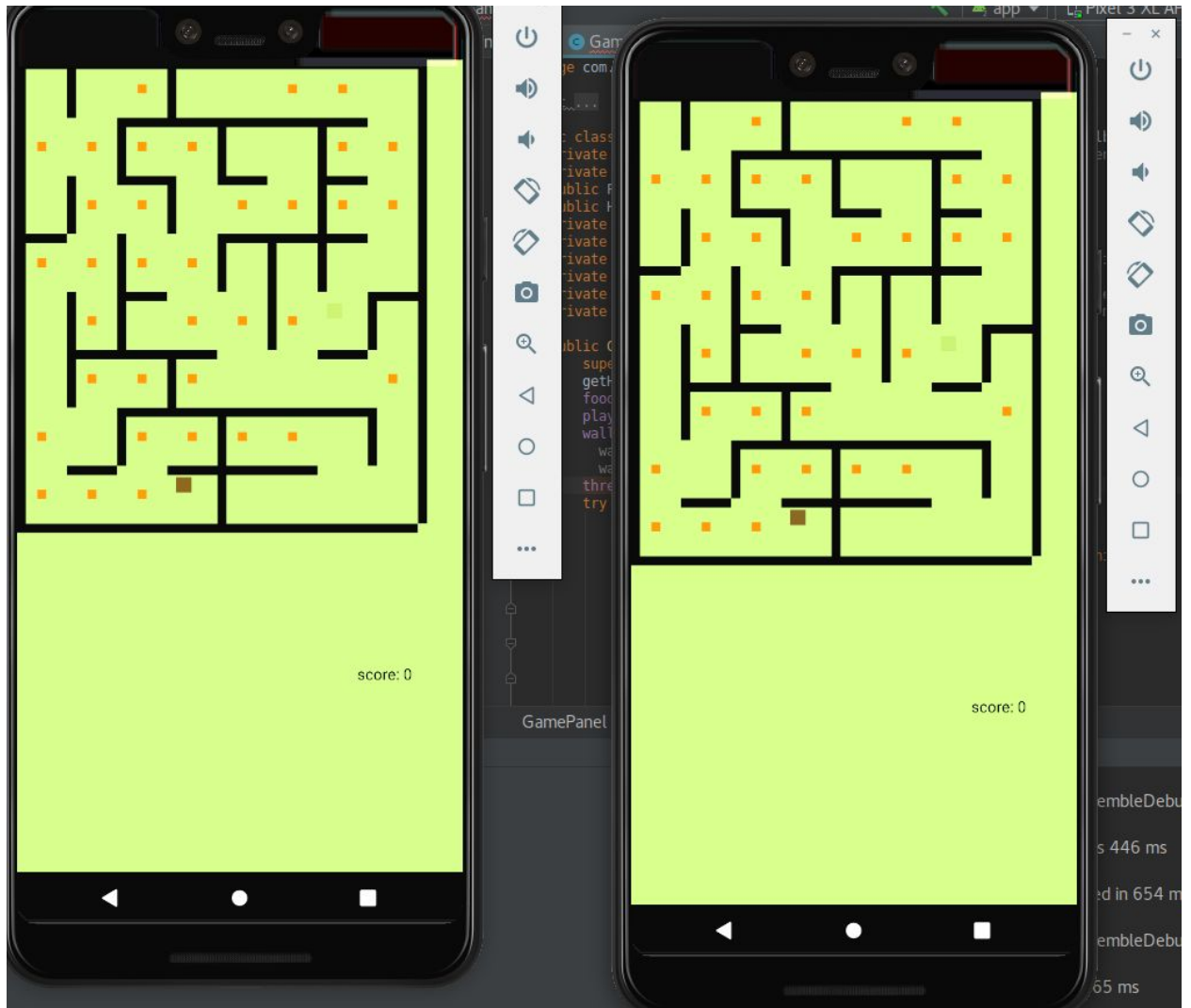
Create three phone emulators in “Tools -> AVD Manager”



Setup the server in the terminal with go run main.go

Run the client in the Android Studio with the selected device.

When starting two devices, the game will start.



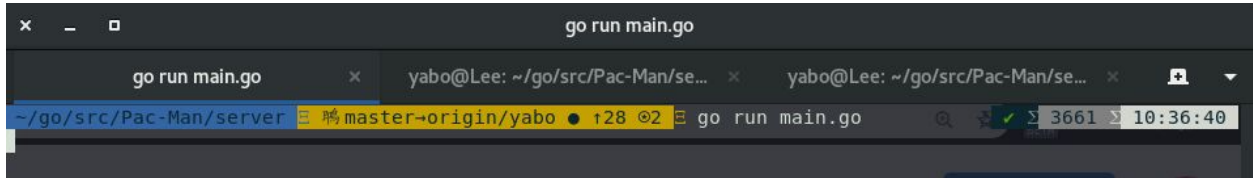
Click the game panel to control the movement of the player. Try to eat as much food as possible.

You will find that when eating a piece of food, there will be a new one created.

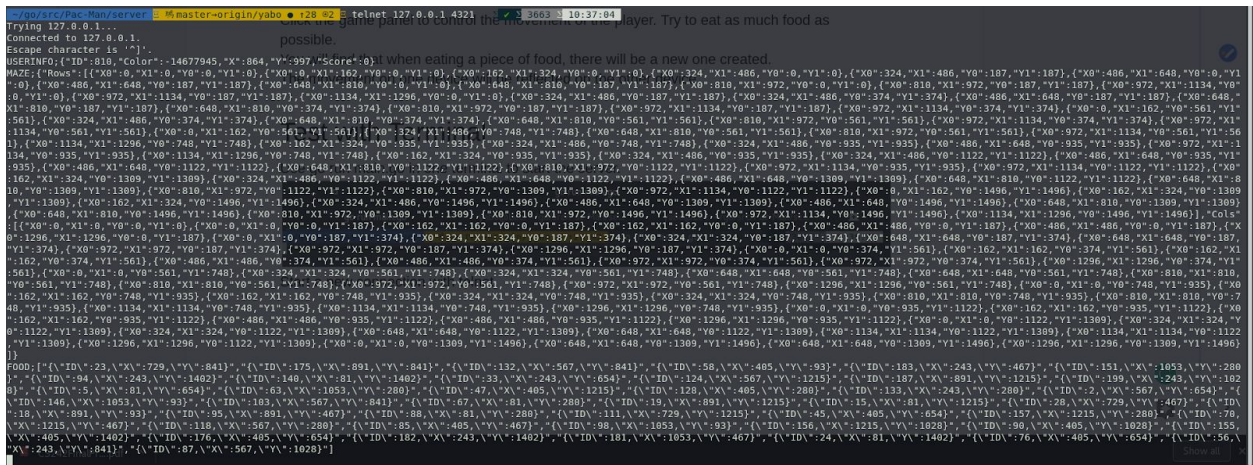
The movement on one device will be reflected on the other device.

Test with Terminal

Use go run main.go in one terminal to start the server.

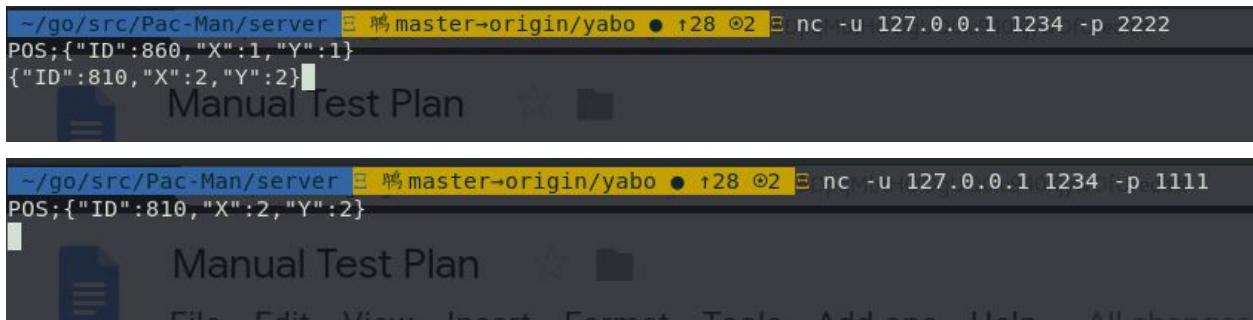


Start a new connection with telnet.



Telnet will show all the coming data.

Use netcat to simulate UDP packets.



Eat food use telnet.

