

gameServer: User Guide

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Note: More information is located in the README.

1 Choosing a Game

After running the server using `$java server.ServerMain` and the client using `$java client.ClientMain <serverIP> <port>` from the root folder, the client user is given a popup to allow choosing a game.

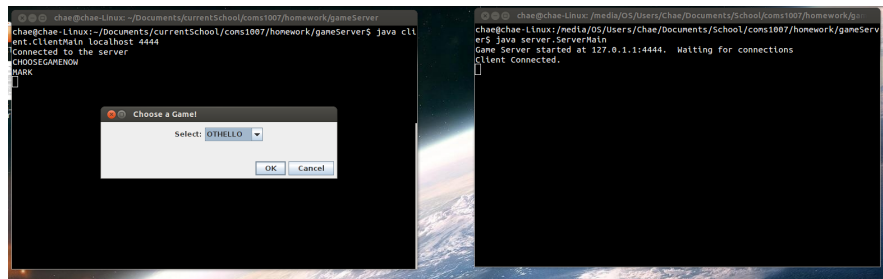


Figure 1: Choosing a Game

2 Playing a Game

After choosing a game from the supported list, the user can play that game. Below we see screenshots of the three games currently supported: Othello, Blackjack, Poker. Additional games can be added fairly easily. For technical details of how to do this, see the README.

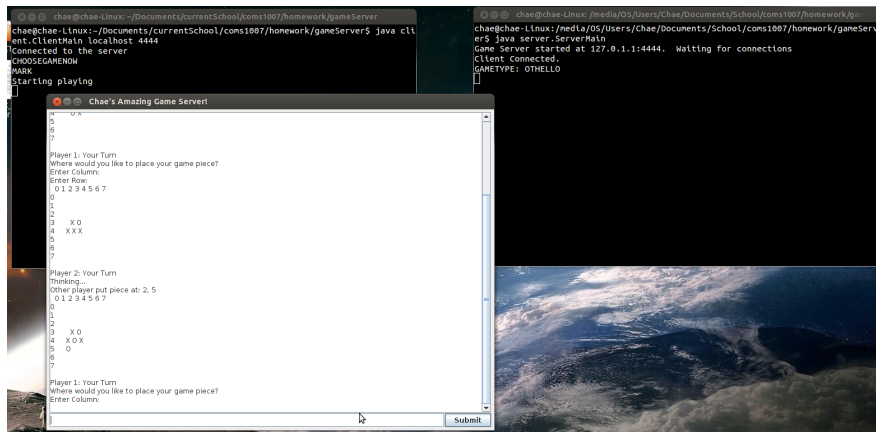


Figure 2: Playing Othello

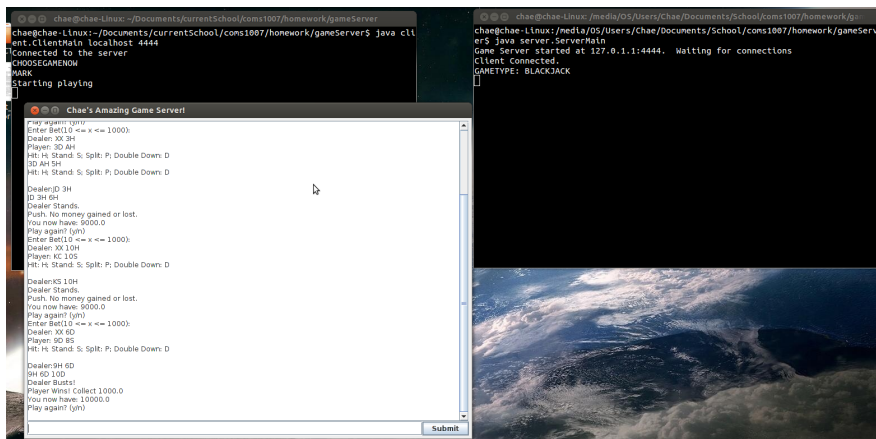


Figure 3: Playing Blackjack

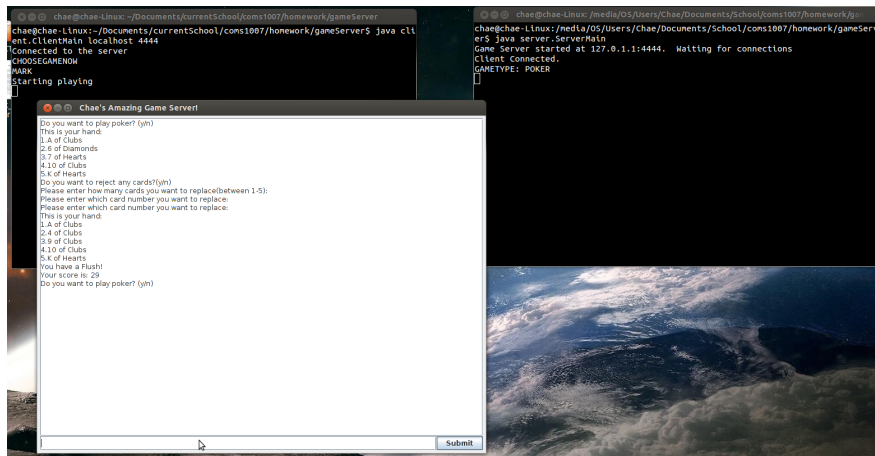


Figure 4: Playing Poker

3 Playing Again

Finally, after the user has quit from the chosen game, he or she is given the option to choose to play again. At this stage, the user is able to choose to play the same game again, go back to the choose game menu, or simply exit the application.

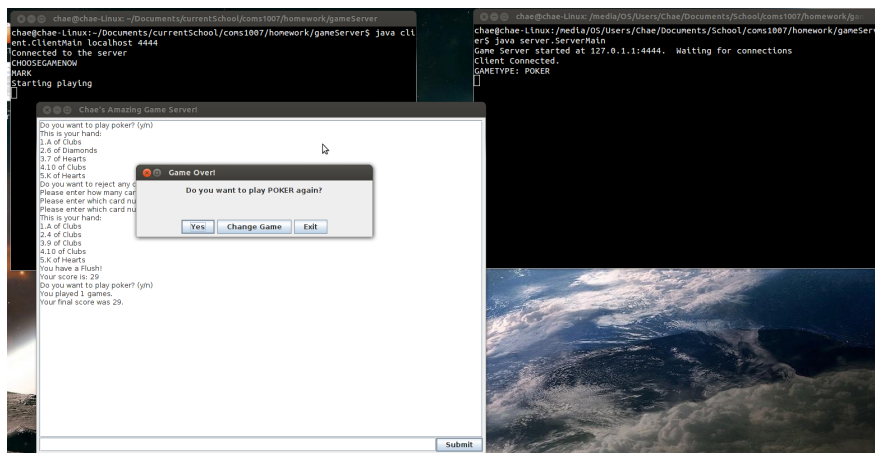


Figure 5: Play Again?

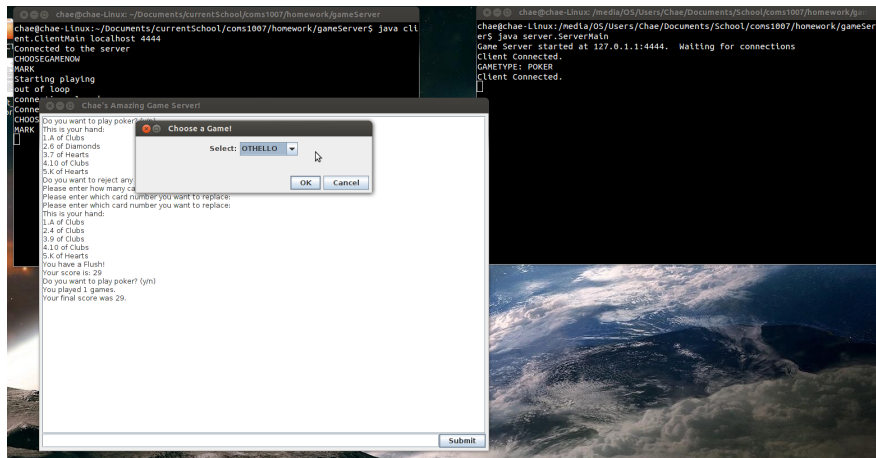


Figure 6: Changing to Different Game