

User Manual

How to use the Boardshapes API

To use the Boardshapes API, make a POST request to <https://boardshapes.com/api/create-shapes> (or the `/api/create-shapes` route of any other Boardshapes server) using the `multipart/form-data` format, containing a field with the key “image” that holds an image in the `application/png` or `application/jpeg` format. The response will be a JSON encoded array containing region data objects with the following properties:

- **regionNumber** - Contains a unique numerical identifier for the region.
- **regionColor** - Contains an object with the properties R, G, B, and A, representing the red, green, blue, and alpha (opacity) values of the region respectively, on a scale from 0-255.
- **regionColorString** - Contains a human-readable string describing the color of the region. Possible values include:
 - Red
 - Green
 - Blue
 - Black
 - White (if “Allow White” is enabled)
- **cornerX** - The X coordinate of the top left of the region.
- **cornerY** - The Y coordinate of the top left of the region.
- **regionImage** - A Base64-encoded png image of the region.
- **shape** - An array of integers, with every two integers representing a vertex’s X and Y coordinates relative to the top left of the region. Represents the region as a polygon.

There are a few options that you can add to your request to configure how your image is processed by Boardshapes:

- Adding a form value with the key **preserveColor** and a value of **true** will ensure that the **regionImage** returned will retain the original colors of the image, rather than every pixel of the region being changed to **regionColor**.
- Adding a form value with the key **noColorSeparation** and a value of **true** will not separate regions by color, only by empty space (white/blank pixels).
- Adding a form value with the key **allowWhite** and a value of **true** will allow white to be treated as a valid color rather than empty space; this means only completely blank pixels (alpha = 0) will be treated as empty space.

If you would like to see a preview of how your image is being interpreted by Boardshapes, you can send the image to `/api/simplify` instead in the same way. The response will be a png image of your image in “simplified” form.

How to Play Boardwalk Online


To play Boardwalk in your web browser, go to <https://boardshapes.com>, click on Boardwalk, and allow the game to load. Once the game has loaded, you can click “Start” and then upload an image to use as a level. For the best results, images that are used as levels should have distinctly black, red, green, or blue colored enclosed shapes and/or thick lines to represent elements of the level. After the image has been uploaded and processed, you will need to set the start and end point of your level by clicking/tapping on the start point and then the end point of your level. After that, you will be able to control your character and play your level. You can also load existing levels that have already been processed for quicker load times and try out our curated level campaign.

To control your character, use the following keys:

- Move Left - A or Left Arrow Key
- Move Right - D or Right Arrow Key
- Jump - Space
- Dash - Left Shift
- Toggle Zoom - F

If you are playing on mobile, these actions will be represented by on-screen buttons. Have fun!

You can unlock hats by achieving certain goals. You can see a list of most hats by entering the Customize menu, and clicking/tapping locked ones will give you a hint on how to unlock them. Hats that are unlocked can be worn by your player, and will be visible to other players in multiplayer. You can submit new hats for the game here: <https://forms.gle/rjnmo752ypMjAbP47>

To play alongside others through multiplayer, you will need to be on the same level by either sharing the same .boardwalk file or simply playing on the same campaign level. If you are properly connected to the multiplayer server, you should see “Connected” in the top right. If you have disconnected from the multiplayer server, you can try again to connect by pressing the retry button (appears as a  symbol) on the connection indicator. Please contact us if there is a prolonged and unannounced downtime for multiplayer servers.

Go Installation

Boardshapes uses Go as its language of choice for image processing and providing our Web API. We also use Go for Boardwalk's multiplayer server.

For Windows

To install Go for Windows, you must download the installer from Go's official website: <https://go.dev/dl/>. Open the MSI file and follow the prompts to install go. The installer will by default install Go to Program Files. To verify installation in Windows, click the start menu, type `cmd` or `powershell` then press the Enter key. In the command prompt or powershell terminal window that appears, type the following command:

```
go version
```

```
PS C:\cmps_401\go> go version
go version go1.23.0 windows/amd64
```

Confirm that the command prints the installed version of Go.

For MacOS

To install for MacOS, download the package file from Go's official website: <https://go.dev/dl/>. Open the package file you downloaded and follow the prompts to install Go. The package installs the Go distribution to `/usr/local/go`. Verify your installation by opening a command prompt and typing the following command:

```
go version
```

Confirm that the command prints the installed version of Go.

For Linux/Ubuntu

1. To install for Linux, you can use your package manager to install the `golang-go` package. For Ubuntu, you can run this command in the terminal to install it:

```
sudo apt-get install golang-go
```

2. To install for Linux without a package manager, download the appropriate tar file from <https://go.dev/dl/>. Then, in order to remove any previous Go installation and extract your new Go tar file, run the following command

(one line):

```
rm -rf /usr/local/go && tar -C /usr/local -xzf  
go1.23.1.linux-amd64.tar.gz
```

To add it to your PATH in order to use it anywhere, run this command:

```
export PATH=$PATH:/usr/local/go/bin
```

To verify that you have installed Go and added it to your PATH, run the following command:

```
go version
```

Confirm that the command prints the installed version of Go.

Local Boardshapes Server Setup

To run a Boardshapes server locally, make sure you have installed Go (shown above) and the project cloned or downloaded from <https://github.com/codeJester27/boardshapes>. Open up a terminal and navigate to the WebApp directory of the project. Once you are there, simply enter the command `go run .` and wait for the project to compile and run. The server will be hosted on port 8080 by default, but you can change this with the `PORT` environment variable. Your server will be accessible on the same machine from <http://localhost:8080>.

Local Boardwalk Setup

To run Boardwalk locally through Godot, firstly make sure you have the Godot Engine v4.3 executable downloaded from <https://godotengine.org/download> and the project cloned or downloaded from <https://github.com/codeJester27/boardshapes>. Upon opening Godot, you will press the “Import” Button. You will then open the Game folder and select the `project.godot` file within the folder. Upon entering the project, the next step is entering “Project Settings” on the top taskbar. Once selected, stay in the “General” Section. Toggle the “Advanced Settings” switch on the top right corner to “On”. Then go to the “Boardwalk” section of the settings. Next, in the “Web Server URL” selection, type in “`http://localhost:8080`” if you are running a local Boardshapes server with the default port 8080, or any other address that is hosting a Boardshapes server. After this, all that is required to do is to simply press the sideways triangle or “Run” button in the top right corner. You can also serve the game from a Boardshapes server by exporting the game into the `WebApp/exported-game` directory by going to `Project > Export... > Export Project...` and then going to the address hosting the Boardshapes server and navigating to the `/boardwalk` route.