

Setup/Installation procedure for both project and game

- How to install the development environment?

If you want to run the app from the project code, you need to import it into Android Studio.

In Singleplayer/Multiplayer(same pc) mode, just select the option "Run 'Desktop'".See the video for more information in readME.

On the other hand, in Multiplayer mode it's needed that server is initialized in another process(use IntelliJ or Eclipse to run the source code of server). After the server is running, each client needs to enjoy in networking and after all players(2) are connected the game is initialized automatically. See the video for more information in readME.

The mode of android it's not possible to run in desktop neither generate apk because of networking requires SDK 23 that creates incompatibilities with android. So, we have another branch called android that have the same source code that project but without networking.

- How to run the game?

Desktop

Only run the jar, if you want networking it is needed to run server in a IDE.

Android

Only run the app.