

## Installation instruction for the Game Client of CuCoMaG

You can either install the processing agents and start them by executing the “startAllAgents.bat” file, or you can load the “Agents.sln” Visual Studio Solution and start the agents with Visual Studio.

The implementation requires Microsoft .NET Framework 4.5 or higher.

### Once, if you want to install the agents:

Execute “\install\CuCoMaG Installer.msi (only for windows).

### Always, when starting the game:

1) Start SQLSpaces server (\Server\startServer.bat)

2) Start agents

- if you want to start the installed agents, execute the startAllAgents.bat file inside the folder, that was created during the agent installation

#### OR

- if you want to start the agents with Visual Studio, load and run the file “Agents.sln” with Visual Studio (\agents\Agents.sln)

3) Start the web application (open “\Web Client\web client\web-client game\Game.html” with a browser, Mozilla Firefox is advised)

4) After the game is done, the serialized data (<playername>\_<sessionnumber>.xml) can be found in a location, dependent on how the agents were started.

- if you started the installed agents, the serialized data can be found in the folder, that was created during the agent installation.

#### OR

- if you run the “Agents.sln” file with Visual Studio, the serialized can be found in the folder “\agents\serializationagent\bin\Release\”

**If you want to load the serialized XML file into the reflection client, you have to relocate the XML file into the folder, where the “Goup-Reflection-Tool.html” file is located (see: README - Group Reflection Tool.pdf).**

Inside the folder “troublemaker (alpha)”, there is a scenario for the troublemaker, which was proposed in the final presentation. This is an alpha version. Since the implementation started after the final presentation, this program was not tested as extensive as the other scenario. It could be used as basis for future work. To start it go through the steps mentioned above and load and run “\troublemaker (alpha)\agents\Agents.sln”, then open “\troublemaker (alpha)\Web Client\web client\web-client game\Game.html”.