

# Draw Me Daddy! v2.0 User Manual

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## Introduction

Inspired from several modern draw-and-guess games, Draw Me Daddy! V2.0 was developed as a project requirement for CMSC 137 – Data Communications and Networking. This game aims to showcase the different key concepts from the said degree course.

## The Basics

Draw Me Daddy! v2.0 requires two or more players for it to run. A designated player is selected every round. The designated player must draw, in the best of his abilities and interpretation, a given word. The other players must guess what the designated player is drawing.

Players who correctly guess the designated player's drawing get points based from the remaining time; less points are acquired as time diminishes.

The player with the most points after n rounds wins the game!

## How To's

A server must be set-up for the game to start.

- Compile the src folder using `javac *.java`
- Run `ServerRunner` using `java ServerRunner`
- Input a sample port number (e.g. 1111)

If done correctly, the server shall now listen until a client joins the game.

Clients must fill a server for the game to begin.

- Run `ClientRunner` using `java ClientRunner`
- Input the following in the specified fields
  - Name
  - IP Address
  - Port Number

If done correctly, the client will be able to join the server and start the game. All players must enter "game na :daddy" in the chat to be able to begin the game.