Deployment Document

1. Accessing the Code

The code for the program is provided in zip files. Ensure you have received the following files:

- **PlayerMode.zip**
- **TestMode.zip**

Each zip file contains the required source code and associated resources for the respective mode.

2. Downloading the Code

To access the code:

1. Retrieve the zip files from the designated source (e.g., class resources folder or email attachment).
2. Save the zip files to a folder on your computer where you can easily locate them.

3. Setting Up the Environment

This program is written in Java. To run it, you need the following:

- **Java Development Kit (JDK):** Version 11 or higher. Download JDK if it is not installed.
- **Integrated Development Environment (IDE):** Recommended IDEs are IntelliJ IDEA, Eclipse, or NetBeans. Ensure your IDE is configured to work with the installed JDK.
- **Git:** (Optional) If using a version control system for future enhancements.

4. Configuring the Program

No special configuration is required. However, ensure:

1. You have extracted the zip files to separate folders (e.g., "PlayerMode" and "TestMode").
2. All .java files and associated resources are intact after extraction.

5. Running the Program

Option 1: Running in the Terminal

1. **Navigate to the Directory:** Open your terminal or command prompt and navigate to the folder containing the .java files (e.g., cd PlayerMode).
2. **Compile the Code:**

javac *.java

3. **Run the Program:**

java PlayGames

    a. For **Player Mode**, execute the program normally.

    b. For **Test Mode**, repeat these steps for the TestMode directory.

Option 2: Running in an IDE

1. **Open the IDE:** Launch your Java IDE.

2. **Import the Project:**

    a. Select "File" > "Open Project" (or equivalent in your IDE).

    b. Navigate to the extracted folder (e.g., "PlayerMode" or "TestMode") and select it.

3. **Build the Project:**

    a. Ensure there are no errors by building the project. Use the "Build" option in your IDE.

4. **Run the Program:**

    a. Locate the PlayGames class (the driver class).

    b. Right-click and select "Run" (or equivalent in your IDE).

6. Troubleshooting

- **Error: "Java not recognized":** Ensure JDK is installed and added to your system PATH.

- **Error: "Main class not found":** Verify that the PlayGames class is correctly marked as the main class.

- **Build Errors:** Double-check that all required files were extracted and imported into the IDE.

- **IDE Configuration Issues:** Consult your IDE's documentation for resolving setup problems.

7. Additional Notes

- Be sure to use the provided zip files without modifying their contents unless instructed.

- Refer to the included documentation (UML diagrams, data tables, etc.) for further understanding of the program's design.