

Team Opal Initial User Documentation

Project #2

This assumes that each user and the server itself is connected to a LAN enabled computer, networked together by wireless or wired components, and have all necessary ports forwarded to bypass firewalls.

Creating a Game

1. The server administrator executes the server JAR file located on their computer.
2. The server administrator types in the command to begin the game, with the amount of seconds to countdown to the game start as a command line variable.

Example: In the console window, the server administrator types "begin -25" to start the game after waiting 25 seconds.

Joining a Game

1. The user executes the client JAR file to open up the client window.
2. The user is presented with a list of available servers to connect to. The user selects the desired server with their mouse and clicks the "Connect" button in the client window.
3. A countdown is shown in the client window until the game begins. When the countdown reaches zero, the game starts.

Playing the Game

Object

The User's objective is to win the game by attending classes to receive 36 credits, then rush to Agannis Arena to win the game. The first player to reach 36 credits and reach Agganis Arena wins.

Moving Around

1. The user moves around with the four arrow keys. Each arrow key moves the user in the appropriate direction.
2. The speed of the user is determined by health. The health meter is located at the top left of the screen, which is indicated by a red bar.
3. As a user's health increases, the user moves faster. As health decreases, the user moves slower.
4. To enter a classroom or Agannis Arena, press the 'Up' directional key on a door to the building. The class will be attended, the bridge circuit entered, or the building entered.
5. Moving around lowers health. For each '100 dot' unit distance moved by the player, health decreases by 5 points, and the red bar decreases accordingly.

Credits

1. Credits are gained by attending class. Attend a class by entering it. Four credits are gained if a class is attended twice, and not in consecutive order (a different class must be attended before the same can be attended again).
2. Credits can also be lost by touching a 'Silberite' hazard, explained below.
3. Once 36 credits are gained, the user can move to Agannis Arena to win the game.

Hazards and Benefits

Certain objects and buildings can increase or decrease a user's health

Health Increase

1. Manholes containing Sclarite boost a user's health by 25 points. There is a 1/6 chance of an encounter with Sclarite when encountering a manhole.
2. Student Health Services: Doesn't increase health, but allows a user to attend class once infected by H1N1 hazard.
3. A user can 'eat' at Cranberry Farms, Einstein's Bagels, Jamba Juice, Loose Leafs or Subway to increase their energy level by 20 points by entering the building.
4. A user can 'eat' at Panda Express, Papa John's or Starbucks to increase their energy level by 10 points by entering the building.
5. A user can visit BU Fitness and Recreation Center to increase health by 15 points.
6. Entering a bridge circuit increases a user's health by 25 points.

Health Decrease

1. Manholes containing Silberite decrease a user's health by 15 points and credits by 2. A manhole has a 5/6 chance of containing Silberite.
2. Encountering a professor by being within 10 dots of them decreases a user's health by 5 points.
3. Encountering H1N1 makes the user "sick", makes them move very slow, and they must attend student health services (described above) to attend classes and move quicker.
4. A user eating at Dunkin Donuts or Store 24 depletes their health by 5 points by entering the building.

Disconnecting

1. The user can disconnect from the game by using the mouse to click the 'X' at the top right of the window of the game.