

SET Games – Guide

1 Deployment

1. Build Project using sbt in the project's root directory

```
> sbt compile
```
2. Launch the application in the project's root directory

```
> sbt run
```

2 Application Usage

To enter the application, open the address `http://localhost:9000` in your web browser.

Note: If an error page displaying Database 'default' needs evolution! is shown, click the red button labelled with `Apply this script now!`

Note: If a `SQLException` occurs, simply restart the application.

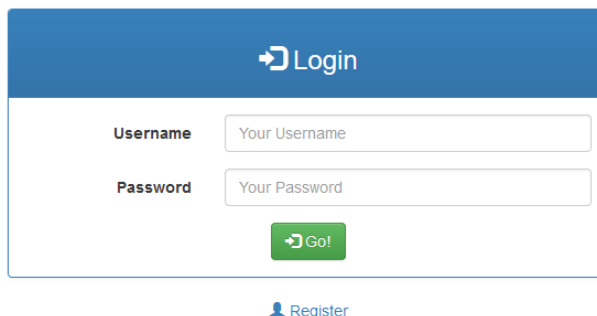
2.1 Registration and Login

Log in to the application by using the default accounts

- Username: `admin`, Password: `admin`
- Username: `test`, Password: `test`

or register a new account to the application by clicking `Register` below the login form (see figure below).

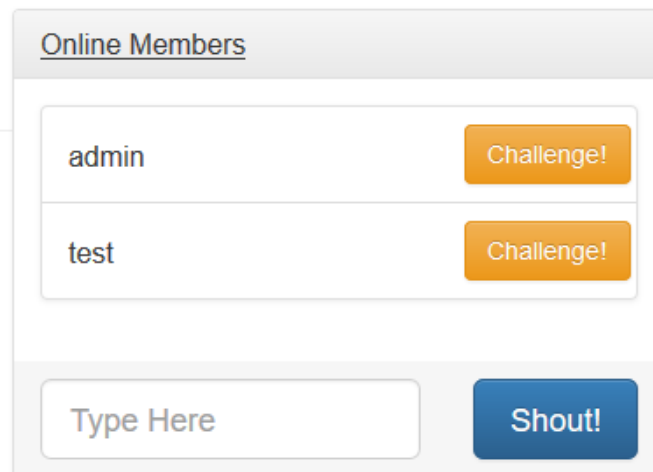
SET Games



2.2 Play Games

At least two users need to be logged in and access the same game at the same time (e.g. TicTacToe). Challenge the other user by collapsing the `Online Members` component on

the right side of the game's page and click the `Challenge` button of the desired opponent (see figure below).



Online Members displays all users currently visiting the same game's page.

The other user is then able to accept or decline your challenge. If your challenge is accepted a new game session will be started. The challenging user makes the first move.

SET Games supports three games:

- TicTacToe
- Connect4 ("Vier gewinnt")
- Battleship ("Schiffe versenken")

Note: If you want to log in two users at the same computer, you need to access the website via two different host addresses (e.g. <http://localhost:9000> for the first user and <http://127.0.0.1:9000> for the second one).

2.3 Additional Functionalities

In addition to playing games users can send messages to all other users on the same game's page by typing messages into the text field of the `Online Members` component and clicking the `Shout!` Button.

If you win a game your personal highscore will increase. The applications maintains a ranking of the strongest players on the `Highscore` page which can be accessed by selecting the corresponding menu item.

3 Application Structure

The SET Games project is a multi-project composed of the following modules:

1. `Shared`: Contains all classes and traits which are used in both `server` and `client` project like message or wrapper types.
2. `Server`: Represents the backend of the web application and contains all controller classes, database and game models.
3. `Client`: Represents the frontend of the web application and contains handlers for user interaction and incoming messages from the backend.