

User Manual For “Viral Attack”

The Main Page View

The main page has 2 buttons that one can use. The buttons are Register and Login buttons.

Register View

After clicking on the Register button, one can see a page with username and password text fields. The button submit is used to submit the information given.

Login View

After clicking on the Login button, one can see a page with username and password fields. The button Sign in is used for a login.

The Main Game View

If one had a successful login, the main game page will be available. From there, users can select either to see the score board or start the game.

The Scoreboard View

There are two buttons in this view. One for Last week and one for Last month. A table is shown from the beginning and with clicking the buttons one can see the Leadership for a week/a month.

The Game

After clicking on “start game”, the game starts. When all of the aliens have died in any of the single player levels, the game automatically proceeds to the next level.

Level 1: Easiest level. There are no shooting type aliens. Simply move your mouse around the screen to shoot and kill all the aliens.

Level 2: There will be 1 shooting alien in addition to level 1. Again, try to kill all aliens but try not to get shot by the alien, otherwise your hit points will be decreased.

Level 3: Similar to level 2, but now there are 2 different shooting aliens, each of which having different hit points. A little harder compared to level 2.

Level 4: There will be 6 shooting and moving aliens. It will be significantly harder not to get shot at this level!

Level 5: After killing all aliens of level 4, there will be a waiting screen. When a peer is found, level 5 launches for both of the players. In this level, you will try to shoot at a one big boss. It does not move, but it shoots.

You can proceed up to the final level by pressing the cheat combination **Ctrl+Shift+9**. Cheat functionality not only kills all aliens and levels you up but it also regenerates your lives, if you have lost any.

The Game Over Screen

After the game is over (either you have died in any level or final boss is beaten in the multiplayer level) you will be redirected to this screen. There will be a “go to the main page” button. Clicking on it will redirect you to the main game view.

Important Notes: It is recommended to play this game’s multiplayer level on different monitors and with different cursors. If you are to play not only on different monitors but also on different hosts, then you will need to modify some values on the code, repack and rebuild. The values to be modified are:

- `group24.client.Constants.senderDestinationHost`: This is the IP address of the destination host for the sender socket of the client. Change it to the other host on which the game is played on both of the hosts.
- `group24.client.Constants.ReceiverHost`: This is the IP address of the host on which the client runs. This address will be bound to the receiver socket. It shall be same with your opponent's `group24.client.Constants.senderDestinationHost`.
- `group24.client.Constants.SenderPort` and `group24.client.Constants.ReceiverPort` can also be modified to match two client's senders and receivers.

To package & build the code run: `./build.sh`