



How To Launch Guide

What follows is a step by step quick-guide on how to launch an INVITE game session.

1 - The first step is always the same: run the application.

Inside the INVITE game folder, you will see two folders and the executable. Once you run the executable, a window will pop up where you can choose the graphics quality and your screen resolution. Pick any that your computer can handle, but keep the resolution above 800x600.

2 - Click "Play!"

The game will load and a window with a menu will show up, where you can start a **Server**, a **Human Player** or the **The Game Configuration**.

3 - Choose "Start Server".

You will first start the server. We recommend you host the server on one machine alone. Use the menus to set the **Unity Server Port** and the **ION server Port**, which can be any open ports, and type in the name of the configuration file(See *How to Configure guide*).

4 - Click "OK.

If there was no issue, a screen will load with a **"Start Game"** button and a player counter based off the game configuration file that was loaded. The A.I. players will have already been launched, as the counter will show. *Only start the game after all the players are connected.*

5 - Launch another application, and select "Start Human Player".

If your session involves human players, then start a player. In this screen, you will fill the fields for the **Ion Server Port** and **Unity Server Port** exactly as you did for the server. You can choose any open port for the **Client Port**. Fill in the **Domain** field with the ip address of the machine hosting the server, and the User ID must be one of the group of **unique** names defined in the **game configuration file**. The one pre-prepared has four: **"Maria"**, **"Teresa"**, **"Antonio"** e **"Pedro"**.

6 - Click "OK"

If there was no error, a waiting screen will load, and the player must now wait for the server to start the game.

7 - Each Player will repeat steps 5 and 6.

Until the maximum number of players is filled, more players must connect. With the configuration file that we prepared, the server will be waiting for only 1, since all remaining three players are A.I. Once they are all connected, start the game.

8 - Server clicks "Start Game!".

The game will load for everyone, loading the island and a Priming text box that's currently with placeholder filler text. Every player must simply click **OK** to play.

Check the "How to Play" guide for instructions on how to play the actual game, for players only.

Check the "How to Set Up Guide" for instructions on how to use our game configuration application.

In case you lack the necessary number of players to play a complete session, you can define players as being Agents. This is covered on the "How to ConfigureGuide". Note that the available agent AI is yet devoid of any serious complexity. He will gather resources at random, simply simulating a "motivationless" player. Again, the pre-prepared game session has three AI players and expects a Human Player.

Thank you.
We hope you will find it easier
to launch game sessions.