**TK-1 Distributed System and Algorithm**

**1st Programming Exercise – Shared Hunting Game via Java RMI**

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# Information on development tools

**IDE** : Eclipse Mars

**Java Version** : Java version 8 Update 65 (build 1.8.0\_65-b17)

**Deployment** : .bat file (Windows only) and ANT script

**Test environment** : Windows 7 and Ubuntu x86

# Directory structure

**Client** folder includes all client-related files (model, view, and controller) and a custom canvas extended from JPanel as the game area.

**Server** folder includes all server-related files (model, view, and controller)

**Util** folder includes the remote interface from both client and server, several helper classes and objects, and the server’s stub. The client will use the path “../Util” to access the server’s stub

**Policy** folder includes the policy file.

# How to run the program

**On Windows:** If you have Apache Ant installed, open command prompt, navigate to the folder, and execute the build.xml (type *ant*). If not, execute the *exec.bat* file. It will spawn 1 server and 2 clients

**On Linux:** Type *ant* (need Apache Ant installed) in the terminal of the folder to compile and spawn 1 server and 2 clients