

CS 145 Machine Problem 2

Juan Carlo Deoferio

Jean Claude Edualino

Overview

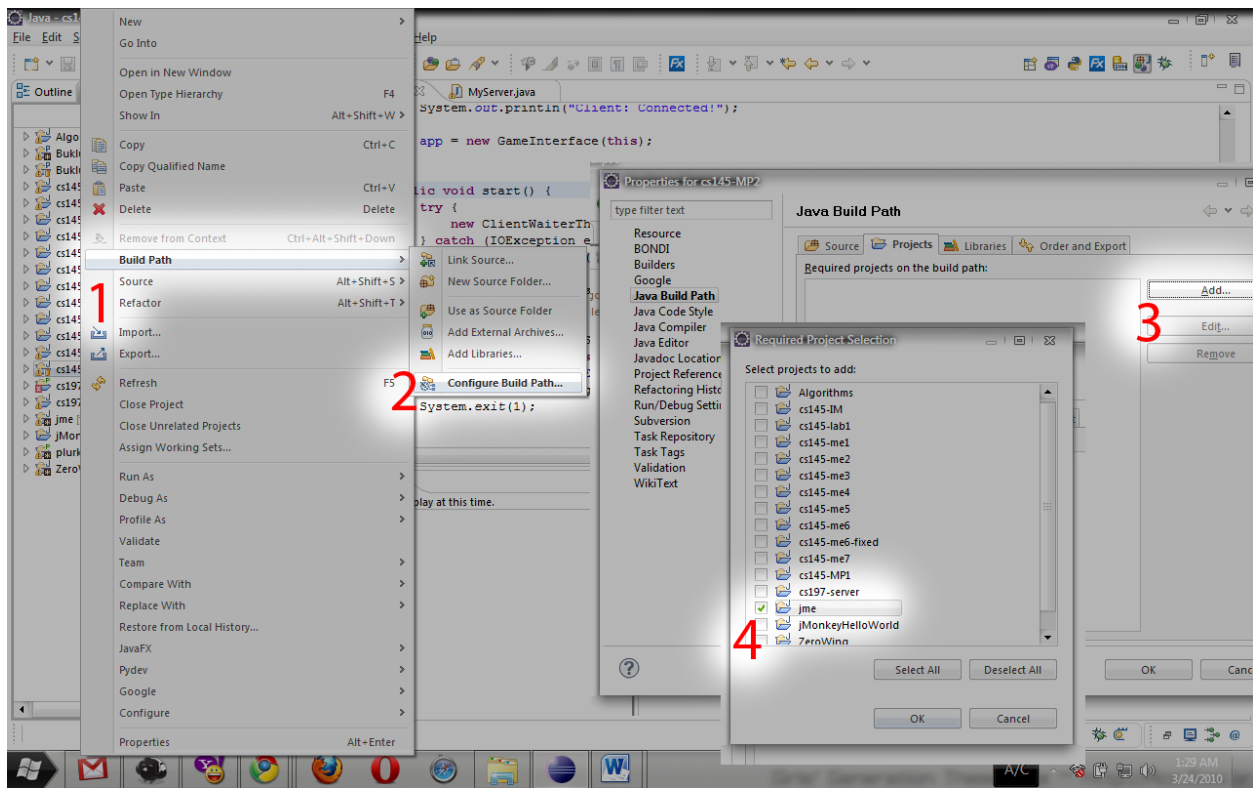
The game we created is a single-player dogfighting game involving Tie Fighters from the Star Wars universe. The player will be fighting against AI controlled Tie Fighters.

Instructions

Installation

The game requires the jmonkey libraries.

- The libraries can be checked out from: <http://code.google.com/p/jmonkeyengine>
- After checking out jmonkey, you must import it into Eclipse as a project.
- Then include the jmonkey project in the game's Build Configuration.



- d) Create symbolic links, using Window's mklink command or Linux's ln -s command, for the following
- a. [game's root folder]/res/images ->
[jmonkey's root folder]/ bin/jmetest/data/images/images
 - b. [game's root folder]/res/models ->
[jmonkey's root folder]/ bin/jmetest/data/model/models
 - c. [game's root folder]/res/sounds->
[jmonkey's root folder]/ bin/jmetest/data/sound/sounds
 - d. [game's root folder]/res/textures ->
[jmonkey's root folder]/ bin/jmetest/data/texture/textures

You're done installing!

Launching the game

Running the server

The server runs on port 9999 by default. To start it, run the class server.MyServer

Running the client

The client will request for the server's IP address and port. To start it, run the class client.MyClient

Playing the game

The game makes use of the following controls:

- W,S,A,D for moving forward, backward and looking left and right.
- The mouse for rotating the camera.
- The left mouse button for firing the lasers.

List of messages

From the server:

- SPAWN N – tells the client to create N tie fighters.
- Sorry, you didn't get to the top 10 – Tells the user that he didn't got a place in the top ten.
- Congratulations! You got in the top ten! Your rank: RANK – Tells the user that he got the RANK place in the top ten.

From the client:

- DONE USERNAME SCORE TIME – tells the server that the player is finished with the game. Including his username, score earned, and time spent in playing the game.