Social Gaming Praktikum

Summersemester 2015

Campus Conquest

Documentation Fragment

Executing the Application

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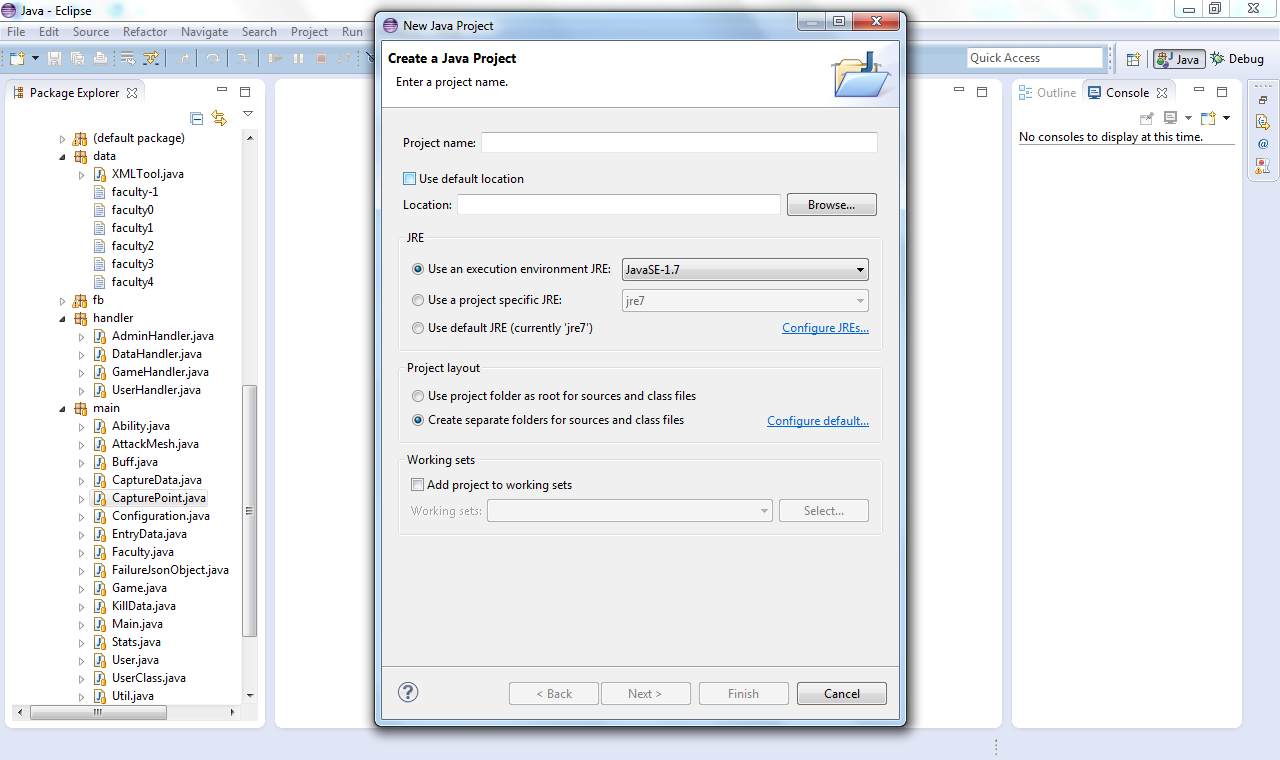
Introduction

This documentation fragment explains how to set up the components in order to successfully run the application CampusConquest on any device. Since a few things changed from the *Rahmenprogramm* during the development process, this might come in handy.

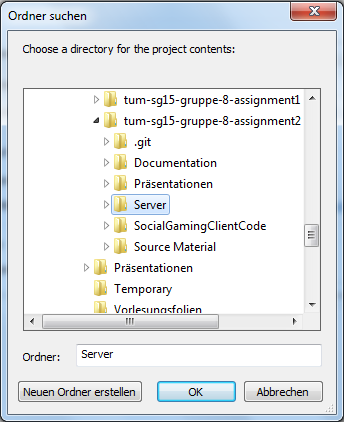
Setting up the Server

Since the server has been redone completely a guidline to set up the server might be necessary.

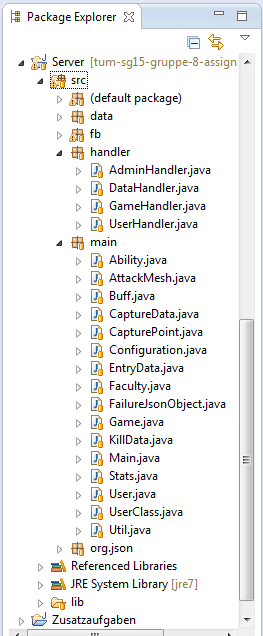
Open any version of *Eclipse (IDE)*. Select *File > New > Java Project* and toggle of *default location.*



Instead, *Browse* for the folder *Server* in our GitHub repository.



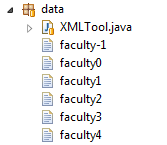
Once pressed *OK* and *Finish*, a folder called server should pop up in the Package Explorer of Eclipse. Please do not rename the project – leave it with *Server*, otherwise problems will occur.



The structure of the folder should look somewhat like shown on the left.

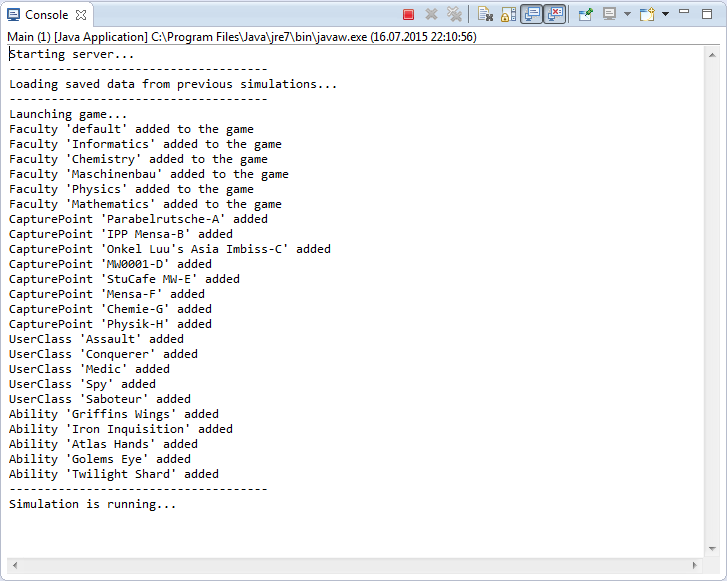
Now simply open the class *Main* and run it in Eclipse.

Since the server stores gamedata in xml-files, it is recommended to reset these for testing purposes in order to have a fresh start. This can be done by deleting all faculty-files in data. All files (from faculty-1 to faculty4) have to be deleted.



Once these 6 files are deleted, the server will be able to start from scratch. This is highly recommended. The feature to store game data between sessions is a long-term feature and only suitable for a published version of the game.

Once the server is running, the console should look like this:



Nearly every call and every simulation on the server is documented with a prompt in the console, so that almost every step the server does can be viewed in this log.

*Final note*: The server is meant to run locally. The current port is 9097 and can be changed freely in the class *Configuration*.

Setting up the Client

The client setup is pretty much still the same as in the *Rahmenprogramm*. Just import the project in Android Studio, configure the server IP in Configuration.java with Port 9097 (if not altered in the server configurations), connect your Android-smartphone and press play ☺

