■ Perudo Multiplayer (Release v1.0)

Welcome to the Perudo dice game! This is a lightweight multiplayer implementation of the classic bluffing game, built with C++ and SFML. You don't need CMake or SFML installed to play — everything required is already included in this package.

■ How to Run

1. Unzip the downloaded `Perudo-v1.0.zip`.
2. Inside the folder, you'll see two executables:
- **PerudoServer.exe** – runs the game server (no graphics).
- **PerudoGame.exe** – runs the game client (with graphics).
3. Start the server first:
- Open a terminal/command prompt.
- Run: `PerudoServer.exe`
- Leave this running — it will host the game.
4. Start one or more clients:
- In another terminal (or by double-clicking), run: `PerudoGame.exe`
- Each client window represents a player.
- You can run multiple clients on the same computer, or connect from different computers on the same network.

■ Controls

- R → Start the first round (only once, by the first player).
- Bet button / B or Enter → Place a bet.
- Doubt button / D → Challenge the last bet.
- Next Round button → Continue after a reveal.
- Arrow Keys / Count + / - buttons → Change bet quantity.
- Number keys (1–6) / Face + / - buttons → Change bet face value.

■ What's Included

Perudo-v1.0/
■■■ PerudoGame.exe # Client with graphics
■■■ PerudoServer.exe # Server
■■■ sfml-graphics-2.dll
■■■ sfml-window-2.dll
■■■ sfml-system-2.dll
■■■ sfml-network-2.dll
■■■ sfml-audio-2.dll
■■■ assets/
■■■ dice/ # Dice face textures
■■■ cup.png # Cup texture
■■■ fonts/ # Font for HUD

Note: Do not move or rename the assets/ folder — the game needs it to load textures and fonts.

■ Multiplayer Setup

- All players connect to the same server.
- To play over a LAN, one player runs PerudoServer.exe and shares their local IP address with others.
- Other players can connect by editing the main.cpp (currently defaults to 127.0.0.1 for localhost).
- For internet play, you'll need port forwarding on port 54000.

■ Notes

- This is a beta build — some rules (like Palifico and Spot-On) are partially implemented.
- Test thoroughly with at least 2 players.
- If the game crashes, check the terminal logs for debug info.