

A User's Guide

to

Networked Checkers

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Download the Application

You can find the runnable .jar files as well as source code at:

https://github.com/jmuoghalu/EECS448_P2PCheckers/releases

You should download Checkers.jar if you are interested in downloading the game client.

If you are interested in hosting a server, download Server.jar.

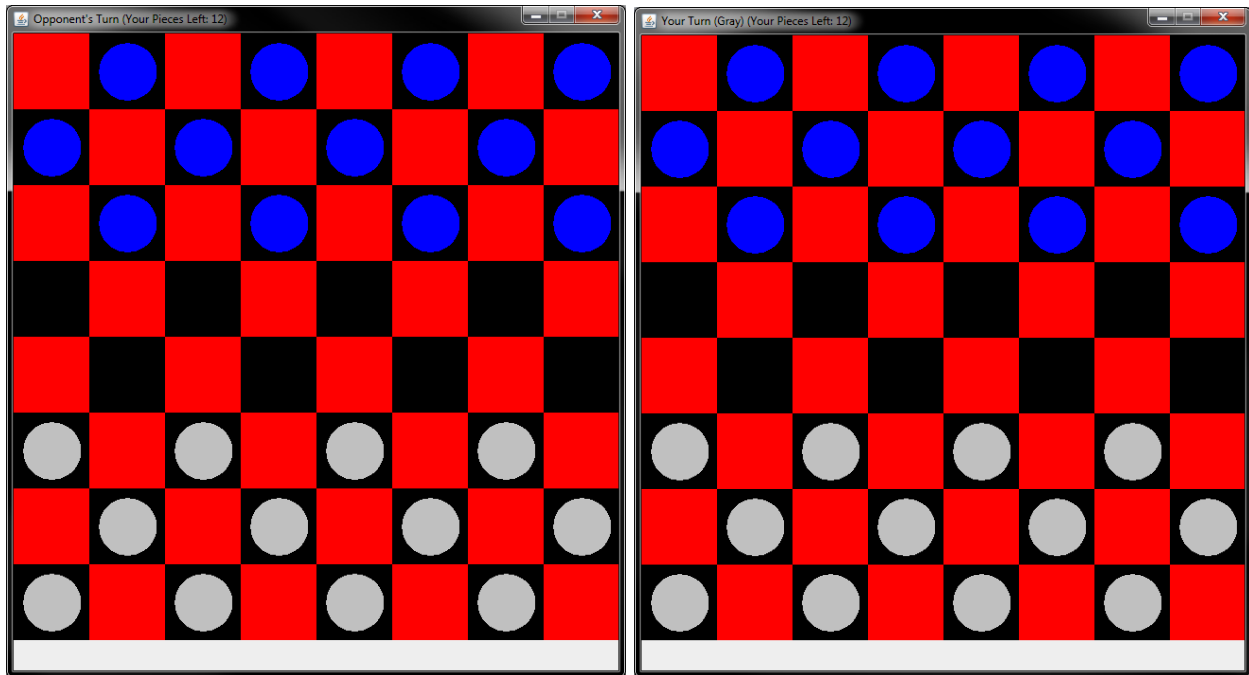
The Game Client

To run the game client, simply execute the Checkers.jar file you downloaded previously and you will see the screen below:

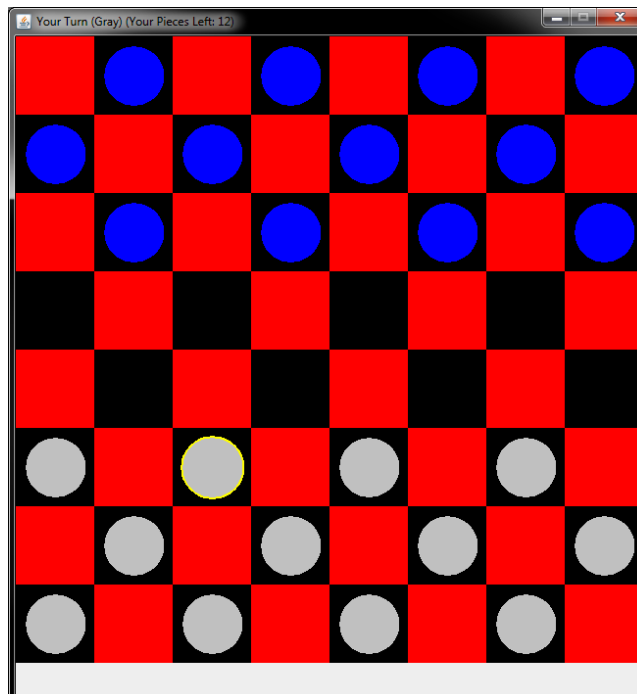


- The first area to note is labeled **Address**. This is referring to the server you wish to connect to. If you yourself are hosting the server, “localhost” is what you are looking for.
- The next area we want to check is labeled **Port**. This refers also to the server and corresponds to the network port in which the server will look for players.
- Finally, we are ready to click one of the connect buttons (either will do)!

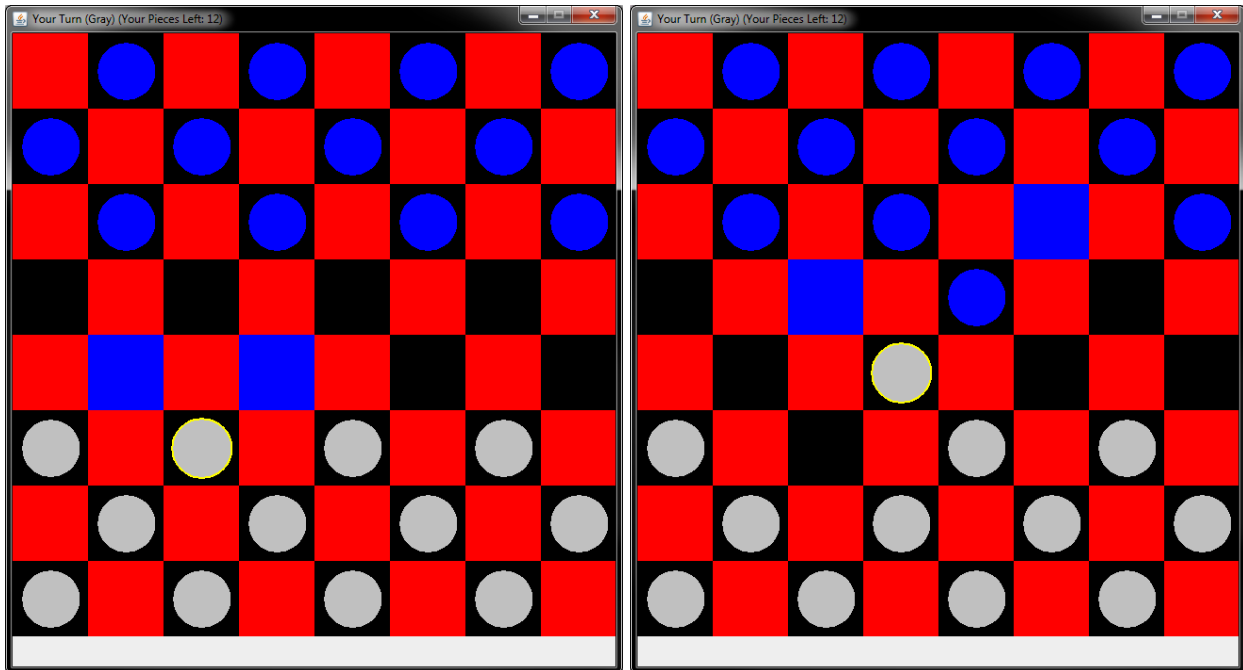
After clicking a connect button, you will see one of the screens below:



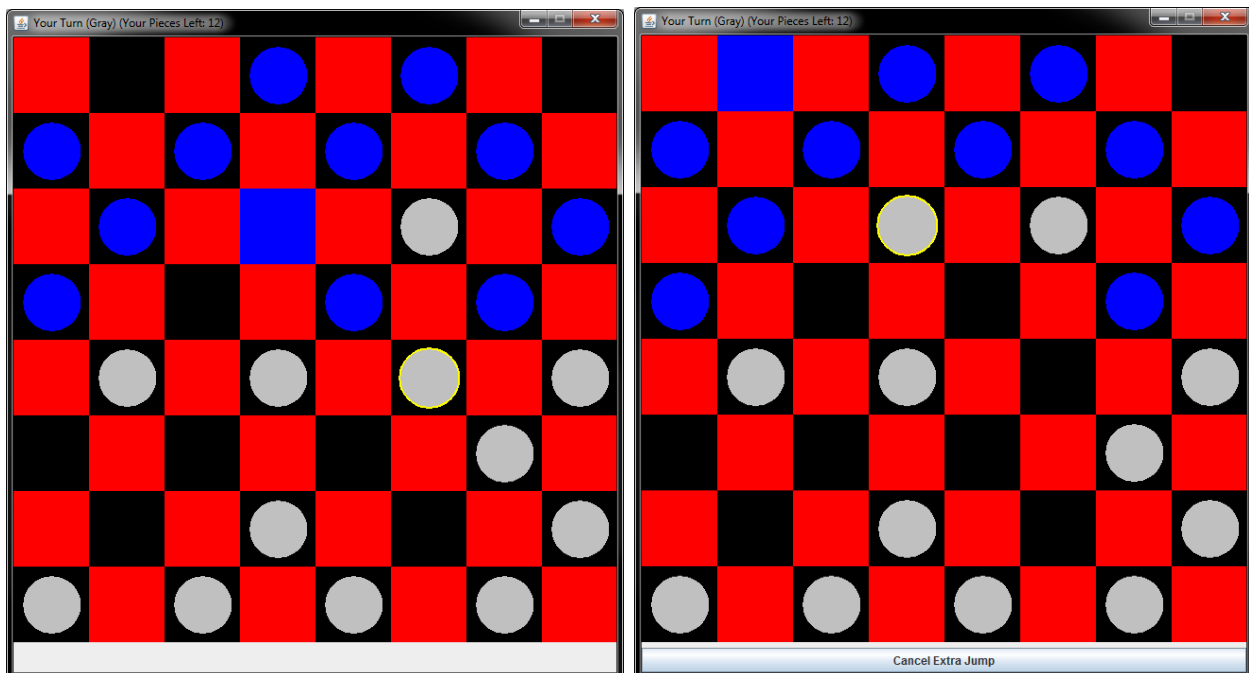
- In the top left, you will see a message telling you whose turn it is. You will also see the number of pieces you currently have at your disposal.
- To make a move, you should hover over one of your pieces and select the piece you wish to move. When hovering, you should see your piece highlighted as illustrated below:



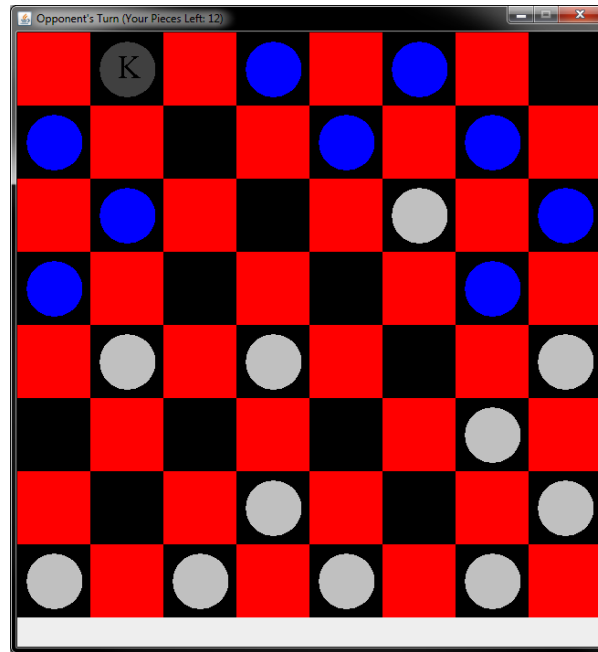
- Once you click a piece, your available moves will be shown in blue as illustrated below. Also note that when a jump is available, the square is also highlighted.



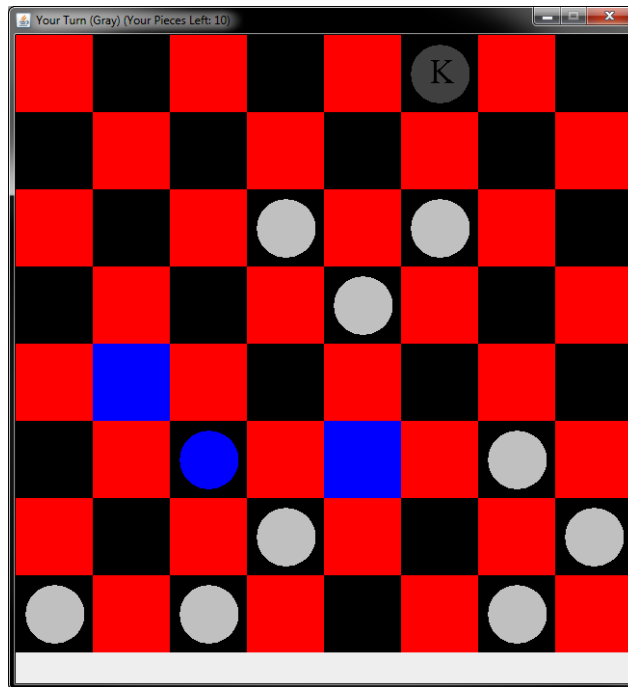
- Clicking a blue square simply moves your piece to the selected spot while taking away opponent's pieces if a jump occurred.
- The images below show a potential double jump. After taking the first jump, another blue square appears for a second jump! You are given the option to not take this jump.



- When a piece reaches the opposite side of the board, it is then upgraded to be a king!
King pieces behave like normal pieces except that they can move backwards.



- After a long game of checkers, you are probably ready to move onto something more meaningful with your life. You click that last blue square!



- After all that hard work, what is the prize you ask?!?



- Will you play again? Or will you exit?? The choice is yours!

The Game Server

To host the game server yourself is no complicated task. Simply run the `Server.jar` file while passing in the argument for which network port you would like to host it on. The appropriate terminal command is `java -jar "filepath" "port"`. The server will start on the address “localhost” or “127.0.0.1” and you will be greeted with a message that logging has begun. An output is generated every time someone new starts/connects-to a game. There is no interaction needed with the server after starting it.

The Test Suite

The test suite is located within the `Checkers.jar` file in the downloads section of the manual. Simply execute the file through the terminal and click the “Run Tests” button. The tests will then be output to the terminal.