

# User Instructions

## Single Player Game

This is a single player game where the client enters a name and then sets a code length between 3 and 8, and the server generates the code. The player is then tasked with guessing the correct code. They get 10 guesses. After each guess the game gives the player a hint, correct positions and incorrect positions. Once the player correctly guesses the code or they run out of guesses the round ends. The player may choose to play again or exit.

At any time during the game the client wishes to exit the game they can do so by entering 'f' this forfeits the game and give them a score of 11.

## Multiplayer Game

The multiplayer version of the game works in the same way as the single player game but the client can play against up to 2 other players per round. The players are added to a queue and the server picks the first 3 and begins the round. The first player chooses the length of the code and then they begin guessing. Once the round is over the clients can choose to play again, doing so they will be added to the end of the queue. If they chose to quit they are removed from the game.

Once the round is over the players are sent the leaderboard to see how they did against the other players.

## Makefile Commands

make	(compile all .java files)
make clean	(removes all .class and .log files)
make SPserver	(starts the single player server application)
make SPclient	(starts the single player client application)
make MPserver	(starts the multiplayer server application)
make MPclient	(starts the multiplayer client application)