

# User Manual

## 1. Start the program

There are two programs: one is the client, the other one is the server. The client part is mainly for talking with other clients and playing the game, while the server is for sending the game. When launching the client part, a GUI will pop up to remind the user to connect to the server. When starting the server part, the server is ready to accept all the clients and send the game.

## 2. Connect

On the client side, enter the server's IP address and click on the "Connect" button, the client can connect to the server.

## 3. Game

After the client connects to the server, the client will be assigned to a team by the server. The client will get into two rooms afterwards: one is the lobby room, the other one is the chatroom for the team members to talk to each other. After the server clicks on the "send map" button. The lobby on each client's side will get a map. There are a couple of annotations on the map. Each annotation represents a US state. We will use a set of US state names as a source of questions.

After the server clicks on the "start game" button, a message will show up on the bottom of the lobby: "Please select state" followed by a state name. Each team gets to choose a state corresponding to the state name by clicking on the annotation on the map. If one team gets the correct answer, it will get one point as a reward and all teams will move on to next question, i.e. they will get a new state name. The game is over until all of the state names are answered, the team with the highest score wins the game. Messages will pop up in the lobby and also team chatrooms to remind everyone that the game is over and who the game is.

## 4. Exit

The server can end the game by clicking on the "terminate game" on the server side. Individual player can also leave the game by clicking the "quit" button on the GUI panel.