Illus Game Manual

Illus is a game played by three to five players. At each game round, one player will be assigned to draw something and the other players will try to guess what is being drawn within one minute. The players are scored based on the time remaining. Bonus points are awarded to the drawer when all players are able to guess the word.

To play the game, please follow the instructions below:

1. Choose a station that will act as the server and open a terminal.
2. Run an instance of IllusGameServer using the command below:

   cd <illus directory>

   java IllusGameServer

3. The command line will prompt you to input the number of players. Pick a number between 3 and 5 (inclusive).

4. On the server's computer, get the local IP address. To do this, type ifconfig (on linux) or ipconfig (on windows). Take note of the IPv4 address.

5. On another computer, run an instance of the game client using the following command:

   java GameClient

6. Supply the player's name and the ip address of the server. It is better for players to use unique names. In case two players use the same name, the server will append a number at the end of these names. It is up to the players to determine who is who using the chat feature.

7. On each round, one player will be assigned as a drawer. The drawer will choose a word. When the word is chosen, the round will start in three seconds. Each player has a minute to guess what is being drawn. The player gets a score when the word is guessed correctly. This score is based on the remaining time. If all players guessed correctly, the drawer gets 10 bonus points for being a good drawer.

8. The game ends when all have drawn three times. The player with the highest score at the end of the game wins.