**FAQ**

* How do I join to the Game?

Flog game server is hosted in OpenShift. Therefore you only need the jar file of the game. That’s it just double click on the jar file. Use different PCs with an internet connection.

* How do I Run the game on a Local server?

You need JDK version 8.0 and Glassfish version 4.1 or tomcat server installed to run the Game Server. First Open Game Server Project in your IDE and run the project. Then Open GameClientFx. Then follow the given steps:

* Go to the:

GameServer -> Restful Web Services -> PlayerService

Find registerPlayer() and addPlayerMethod(), Change file path to your local instead of server path

* Go to the:

GameClientFx -> com.nsbm.common -> CommonData.java. Make changes to the following lines

• Comment Line number 22

(public final static String IP = "http://flogame-nsbm.rhcloud.com/WebResources/";)

• Uncomment Line number 23

(public final static String IP = "http://localhost:8080/FloGame/WebResources/";)

Then run the Game Client.

* How do I reset current players if there is a conflict on the host server?

Go the following link:

http://flogame-nsbm.rhcloud.com/WebResources/PlayerService/clearAllPlayers

* How to I reset the game rounds if the server crashed?

Go the following link:

http://flogame-nsbm.rhcloud.com/WebResources/GameService/resetGame

* How do I go to the Game Server index?

Go the following link:

http://flogame-nsbm.rhcloud.com/

IMPORTANT - Rest players and game whenever you face an unexpected result or crash.