Developer manual

**Course:** DAT255 HT-13

**Group 10.**

# Getting started

**What you need:**

* Java 7 (JDK)
* Android developer tools
* Android SDK
  + Minimum SDK: 5
  + Target SDK: 17
* An Android device or emulator

**How to:**

* Run:
  + git clone <https://github.com/larsson152/dat255>
* Build and run the application

# Build process

Open Android Developer Tools and import *projectWood*, *projectWood-android* and *projectWood-server* from the Git repository.

* Run *projectWood-android* as an android application to build, install and start the game client on your device/emulator.
* To run the server, right-click on *projectWood-server* and run it as a Java application. Remember to change the IP-address in the client to run your own server, more information below.

**Change IP address in client application**

When you want to run your own high score server you have to change the IP address that the client will connect to. Go to GameClient.java and locate the connect-method. Change the string to the IP address of your server.