

Splendor Game Manual - Group 12

Welcome to the Splendor Game Manual! This guide will walk you through the steps to set up, play, and enjoy the game.

Starting the Application:

Important:

To connect with other devices, refer to the documentation on page 3.

Setup Instructions:

1. Unzip the `javafx_lib.zip` file:

Ensure the resulting folder is located in the same directory as the zip file. The folder must retain the same name (`javafx_lib`) and contain the following subfolders:

- linux_x64
- mac_aarch64
- mac_x64
- win_x64

2. Start the Serve:

The server must be started by the host of the session. Run the following command:

```
java -jar server.jar
```

3. Start the Client:

Use the appropriate command for your operating system to start the client:

-Mac (ARM):

```
java --module-path javafx_lib/mac_aarch64/javafx-sdk-21.0.6/lib --add-modules  
javafx.controls,javafx.fxml,javafx.media --add-exports=javafx.base/com.sun.javafx=ALL-UNNAMED -jar client.jar
```

- Mac (Intel):

```
java --module-path javafx_lib/mac_x64/javafx-sdk-21.0.6/lib --add-modules  
javafx.controls,javafx.fxml,javafx.media --add-exports=javafx.base/com.sun.javafx=ALL-UNNAMED -jar client.jar
```

- Windows:

```
java --module-path javafx_lib/win_x64/javafx-sdk-21.0.6/lib --add-modules  
javafx.controls,javafx.fxml,javafx.media --add-exports=javafx.base/com.sun.javafx=ALL-UNNAMED -jar client.jar
```

- Linux:

```
java --module-path javafx_lib/linux_x64/javafx-sdk-21.0.6/lib --add-modules  
javafx.controls,javafx.fxml,javafx.media --add-exports=javafx.base/com.sun.javafx=ALL-UNNAMED -jar client.jar
```

4. Start AI Clients (Optional)

To play single-player or add AI players, run the following commands based on your operating system:

- Mac (ARM):

```
java --module-path javafx_lib/mac_aarch64/javafx-sdk-21.0.6/lib --add-modules  
javafx.controls,javafx.fxml,javafx.media --add-exports=javafx.base/com.sun.javafx=ALL-UNNAMED -jar  
ai_client.jar
```

- Mac (Intel):

```
java --module-path javafx_lib/mac_x64/javafx-sdk-21.0.6/lib --add-modules  
javafx.controls,javafx.fxml,javafx.media --add-exports=javafx.base/com.sun.javafx=ALL-UNNAMED -jar  
ai_client.jar
```

- Windows:

```
java --module-path javafx_lib/win_x64/javafx-sdk-21.0.6/lib --add-modules  
javafx.controls,javafx.fxml,javafx.media --add-exports=javafx.base/com.sun.javafx=ALL-UNNAMED -jar  
ai_client.jar
```

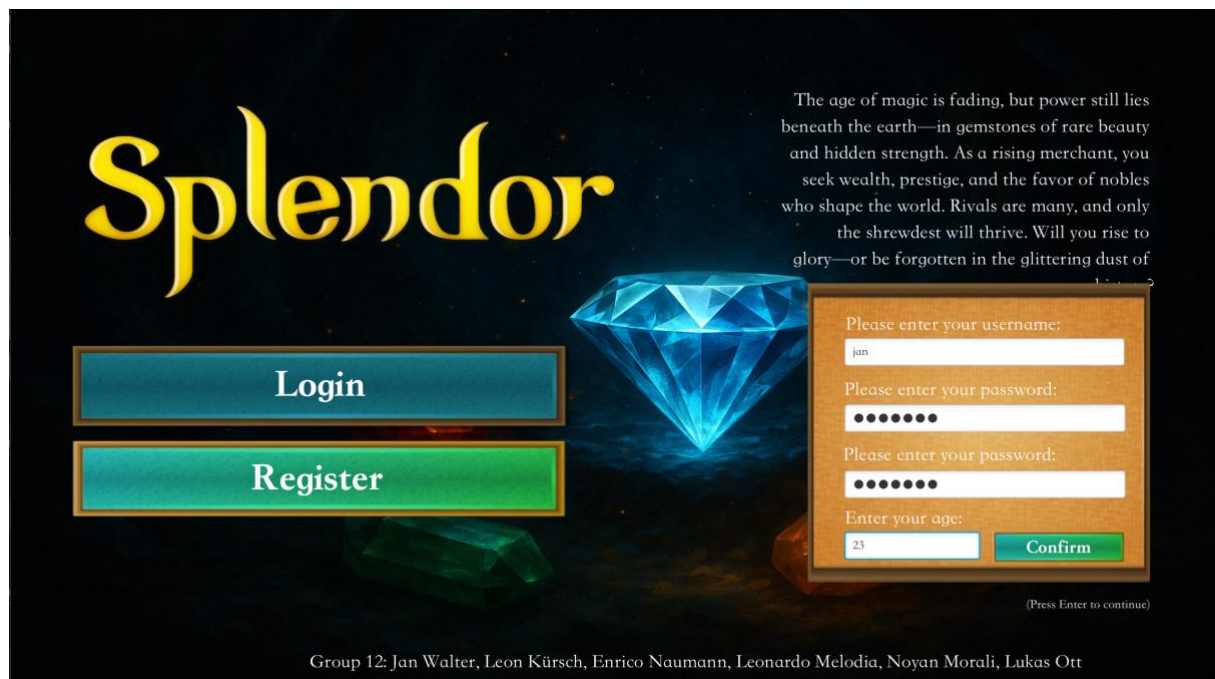
- Linux:

```
java --module-path javafx_lib/linux_x64/javafx-sdk-21.0.6/lib --add-modules  
javafx.controls,javafx.fxml,javafx.media --add-exports=javafx.base/com.sun.javafx=ALL-UNNAMED -jar  
ai_client.jar
```

Contents:

Login/Registration:

When starting a client, you will be prompted to either create a new account or log in with an existing one.

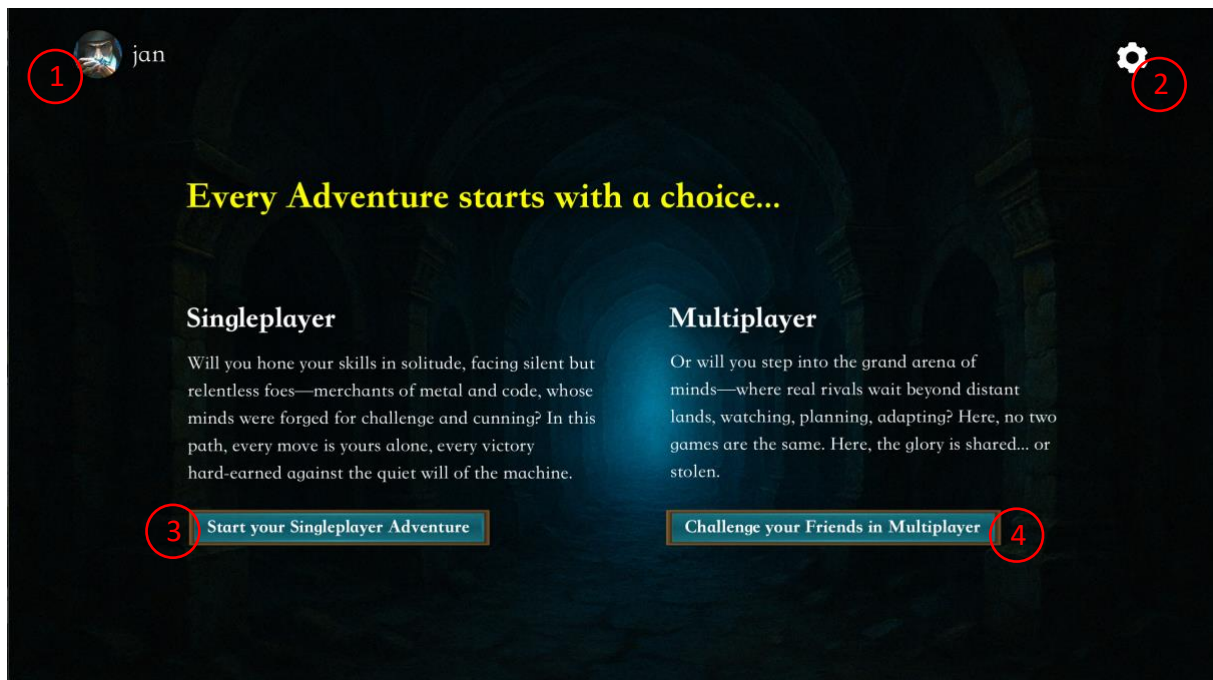


Main Menu:

1. Profile Settings: View your session statistics, update your username or password, log out, or delete your account.
2. Game Settings: Adjust the sound settings to your preference.
3. Single Player: Game: Start a single-player game. Use the lobby code displayed to let AI bots join.
4. Multiplayer Game: Host or join a multiplayer game. To play with friends, add the server's IP address to the client/AI client startup command. For example:

```
java ...-jar ai_client.jar xxx.xxx.xx.xx
```

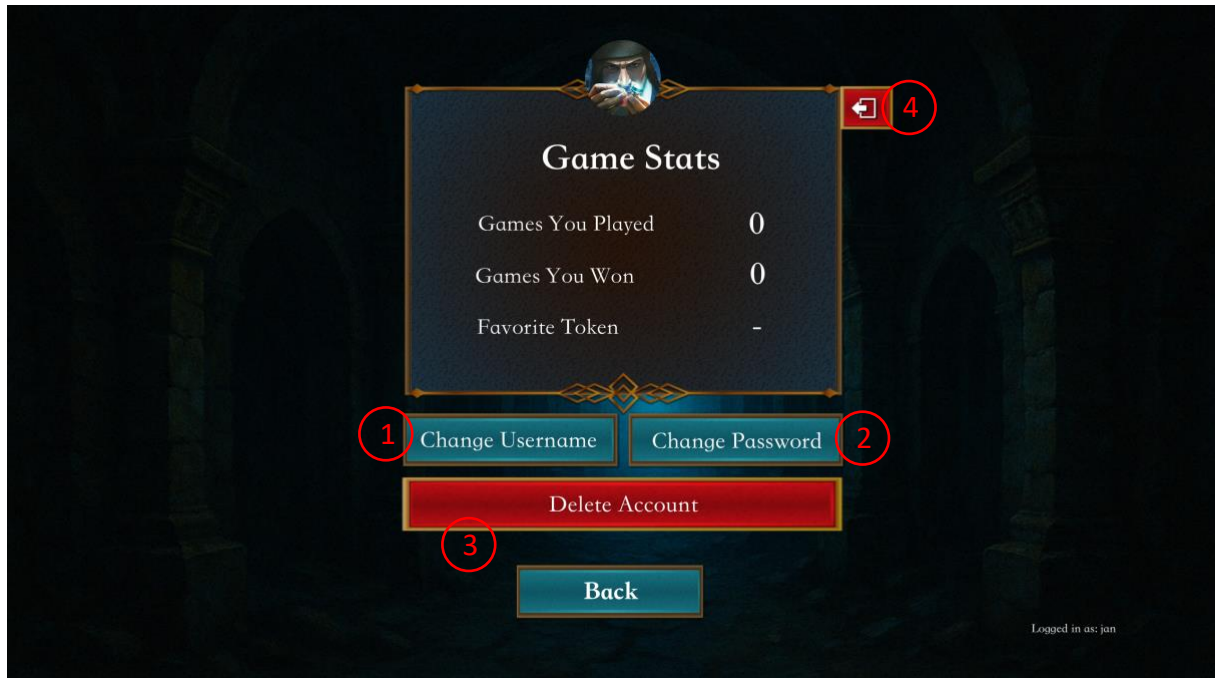
To enable multiplayer, you must host the server on a private network. Multiplayer does not work on public Wi-Fi networks (e.g., eduroam) due to client isolation.



Profile Settings:

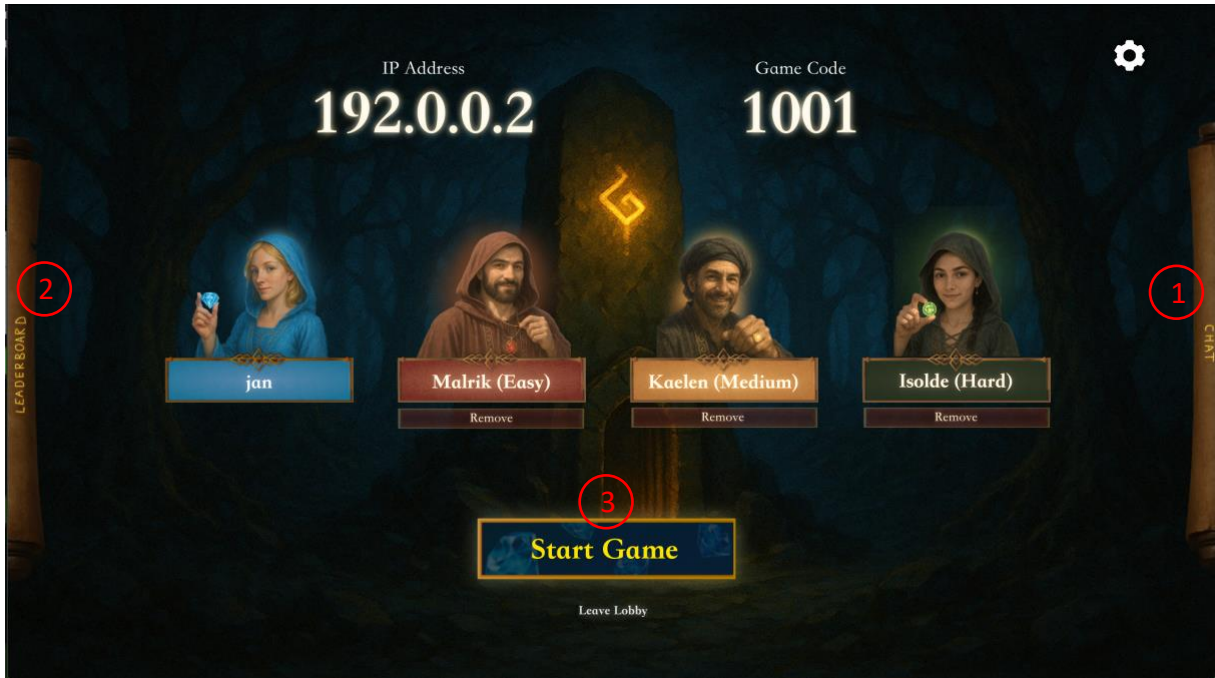
1. Change Username: Change your username if desired.
2. Change Password: Set a new password to keep your account secure.
3. Delete Account: Permanently remove your account and all associated data.
4. Log out: Exit your profile and return to the login screen.

```
java ...-jar ai_client.jar xxx.xxx.xx.xx
```



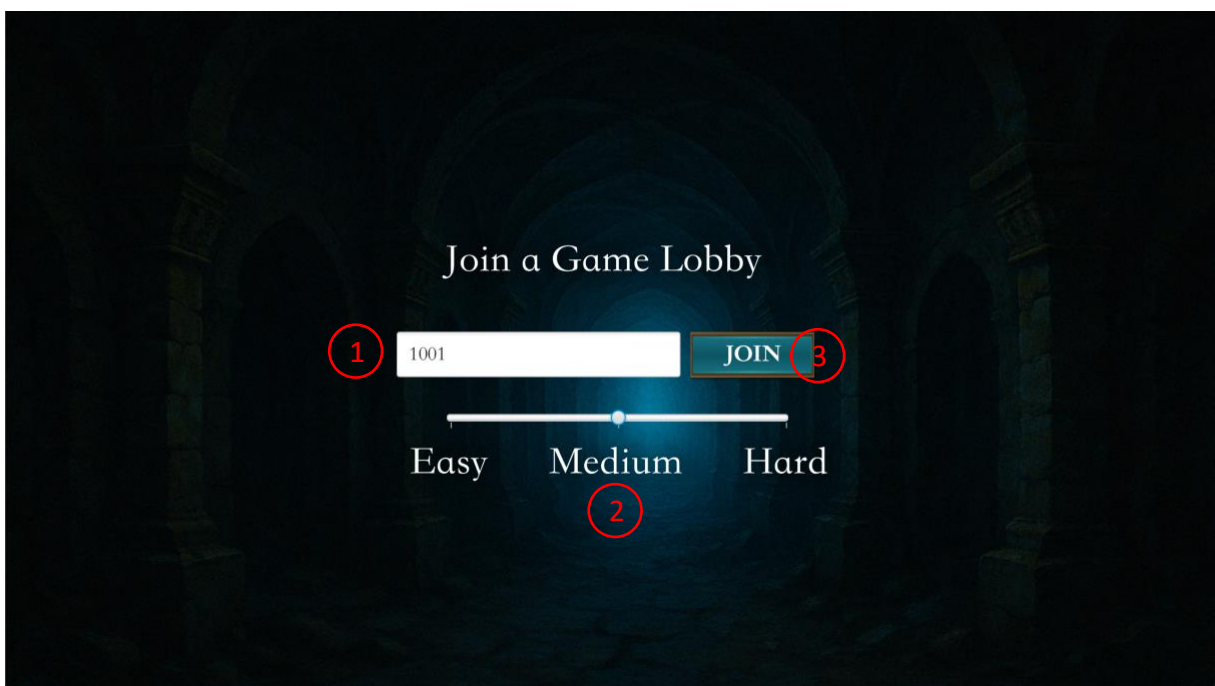
Game Lobby:

1. Chat: Communicate with your friends or even the AI players (try saying "Hi" to them!).
2. Leaderboard: View the session leaderboard.
3. Start Game: Press the button to begin the game.



Starting AI Clients:

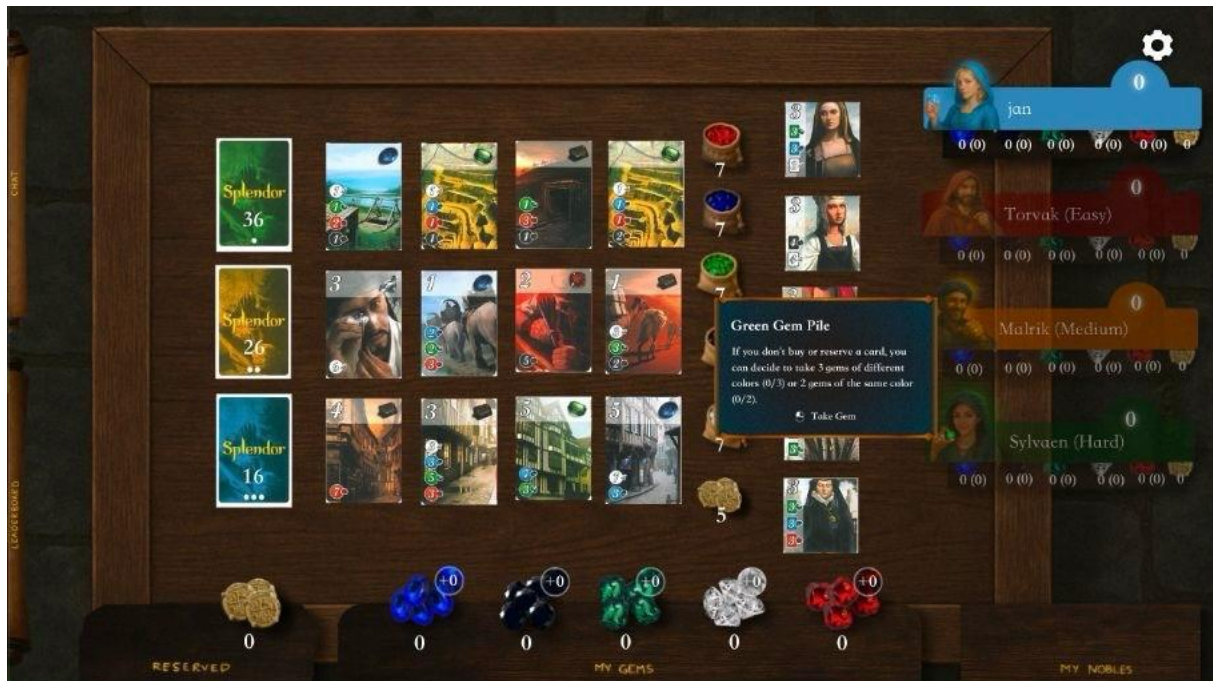
1. Enter the game code of your lobby
2. Select the difficulty level of your AI opponent
3. Add the opponent to your game lobby



Gameplay:

Overview

Learn the rules and mechanics of the game to play effectively.



Game Over:

End of Game

At the end of the game, view the final results and go back to the lobby.

