

# How to Run Love Letter Game ??

**Step 1** <> Firstly Go to java folder &

**Step 2** <> Then open Command Prompt

**Step 3** <> Set Classpath (Temporarily )

```
set CLASSPATH=.;
```

**Step 4** <> Run By Using this Command

```
javac org/example/lovelettergame/*.java org/example/client/*.java
```

**Step 5** <> Firstly Run Server By Using This Below Command

```
java org.example.client.Server
```

**Step 6** <> Open Another Terminal (On the Same Place of Java folder )

```
javac org/example/client/Client.java
```

**Step 7** <> Then Run java org.example.client.Client

**Step 8** <> Write Username & Enjoy Game

For Create Game use Command

**Step 9** <> /creategame

**Step 10** <> /joiningame

**Step 11** <> /startgame

**Step 12** <> /playcard

For playing Cards

**Step 13** <> /secretcardsend

For Secret Card Send Yourself

**Step 14** <> DirectMessage Tag like that

@username Message

## 1(a) Direct Message Requirement

```
C:\Windows\System32\cmd.exe - java org.example.client.Client
C:\Users\HP\OneDrive\Desktop\Work 1\LoveLetter-main - Copy\LoveLetter-main\src\main\java>java org.example.client.Client
Enter your username for the game: mlkmoaz
Username accepted! Welcome to Love Letter, mlkmoaz!
Server Notification: waleed has entered the game!
Game started by waleed
Direct message from waleed: Hello Moaz
```

## 1(b) Only One Game can Create per server

```
C:\Users\HP\OneDrive\Desktop\Work 1\LoveLetter-main - Copy\LoveLetter-main\src\main\java>java org.example.client.Client
Enter your username for the game: ali
Username accepted! Welcome to Love Letter, ali!
/joingame
Unknown command.
/joingame
You joined the game.
/creategame
Game already exists, join it instead.
```

## 1(c) A client can join the game if it has not yet started

```
Client > ClientRandomer.java
72 private void handleGameCommand(String command) throws IOException {
Select C:\Windows\System32\cmd.exe - java org.example.client.Client
Microsoft Windows [Version 10.0.19045.4291]
(c) Microsoft Corporation. All rights reserved.
C:\Users\HP\OneDrive\Desktop\Work 1\LoveLetter-main - Copy\LoveLetter-main\src\main\java>java org.example.client.Client
Enter your username for the game: moaz
Username accepted! Welcome to Love Letter, moaz!
Server Notification: ali has entered the game!
/startgame
```

**1(d)** when enough players have joined min. 2, max 4

// Server will stop working When players are less than 2 & Greater than 4

As in below example only one user

```
Microsoft Windows [Version 10.0.19045.4291]
(c) Microsoft Corporation. All rights reserved.

C:\Users\HP\OneDrive\Desktop\Work 1\LoveLetter-main> java org.example.client.Server
Server started on port 1212
Enter your username for the game: moaz
Username accepted! Welcome to Love Letter, moaz!
Server Notification: ali has entered the game.
Player moaz has joined the game.
/startgame
Server Notification: ali has left the room
Player ali has joined the game.
Server Notification: ali has left the room
```

**1(e)** . /score

```
Microsoft Windows [Version 10.0.19045.4291]
(c) Microsoft Corporation. All rights reserved.

C:\Users\HP\OneDrive\Desktop\Work 1\LoveLetter-main> java org.example.client.Client
Enter your username for the game: h
Username accepted! Welcome to Love Letter, h!
/startgame

/score
Current scores: {h=0, mlk=0}
```

**2(a)** Server informs all ends of the game about game events

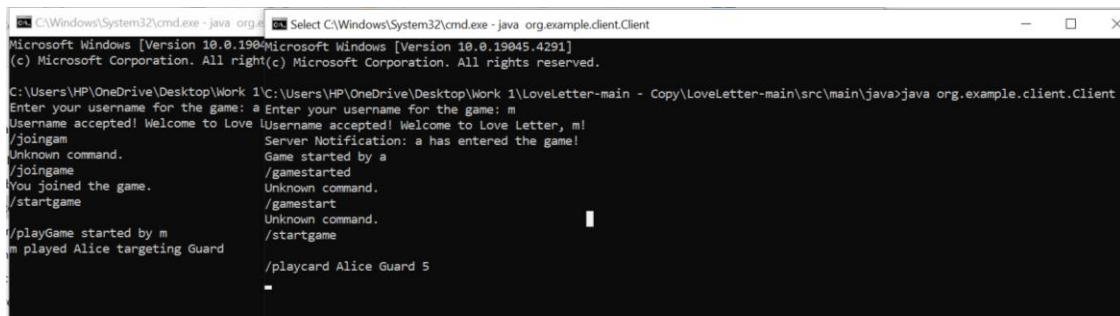
```
Microsoft Windows [Version 10.0.19045.4291]
(c) Microsoft Corporation. All rights reserved.

C:\Users\HP\OneDrive\Desktop\Work 1\LoveLetter-main - Copy\LoveLetter-main> java org.example.client.Server
Server started on port 1212
mlk has entered the game!
Player mlk has joined the game.
h has entered the game!
Player h has joined the game.
To mlk: Your cards: [PRIEST (2): Look at another player's hand and draw a new one.]
To h: Your cards: [HANDMAID (4): Immunity from effects until your next turn]
Game started with players: mlk, h
It's mlk's turn to play.

Microsoft Windows [Version 10.0.19045.4291]
(c) Microsoft Corporation. All rights reserved.

C:\Users\HP\OneDrive\Desktop\Work 1\LoveLetter-main - Copy\LoveLetter-main\src\main\java> java org.example.client.Client
Enter your username for the game: mlk
Username accepted! Welcome to Love Letter, mlk!
Server Notification: h has entered the game!
Game started by h
h left the room
Server Notification: h has left the game!
```

## 2(b) Players can play a card



The screenshot shows two side-by-side Windows command prompt windows. The left window is titled 'C:\Windows\System32\cmd.exe - java org.e' and the right window is titled 'Select C:\Windows\System32\cmd.exe - java org.example.client.Client'. Both windows show the same text: 'Microsoft Windows [Version 10.0.19045.4291] (c) Microsoft Corporation. All rights reserved.' The left window shows the following commands and output: 'C:\Users\HP\OneDrive\Desktop\Work 1>C:\Users\HP\OneDrive\Desktop\Work 1\LoveLetter-main - Copy\LoveLetter-main\src\main\java>java org.example.client.Client', 'Enter your username for the game: a', 'Username accepted! Welcome to Love Letter, m!', '/joiningame', 'Unknown command.', '/joiningame', 'You joined the game.', '/startgame', '/playGame started by m', 'm played Alice targeting Guard'. The right window shows the following commands and output: 'Enter your username for the game: m', 'Username accepted! Welcome to Love Letter, m!', 'Server Notification: a has entered the game!', 'Game started by a', '/gamestarted', 'Unknown command.', '/gamestart', 'Unknown command.', '/startgame', '/playcard Alice Guard 5'.

## 2(c) Players are each sent their own cards in secret

```
/secretcardsend Wilhelmina COUNTESS 8  
You have no secret cards.
```

## //Proper Error Handling with Code Comments