# Overview

# Automatic Configuration

The included script will compile and run the game for you.

To use the included script:

1. Open a terminal and navigate to the root of the game directory (DungeonsOfDooom)
2. Run the Play.sh script using the following command (without the quotation marks): “./Play.sh”
3. This will compile and start a server and client in GUI mode
4. If you would like a different configuration, use the manual configuration option below

# Manual Configuration

## Compilation

1. Open a terminal and navigate to the root of the game directory (DungeonsOfDooom)
2. Type the following commands (without quotation marks):
3. “mkdir out”
4. “cd src”
5. “javac -d ../out \*.java”
6. cd ..

## Playing the game

### Running the server

#### GUI Mode

1. Open a terminal and navigate to the root of the game directory (DungeonsOfDooom)
2. Enter the following command: “java -cp out Server”
3. If you would like to specify a port, type the port number at the end of the command, leaving a space before
4. A file choosing dialog will open, allowing you to select a map

Example: “java -cp out Server 40004”

In this case, 40004 is the port number of the server.

#### Command Line Mode

You can also run the server in command line mode. Follow the instructions for GUI mode, but add a ‘nogui’ argument to the end of the command.

Example: “java -cp out Server 40004 nogui”

In this case, 40004 is the port number of the server.

### Running the client

#### GUI Mode

1. Open a terminal and navigate to the root of the game directory (DungeonsOfDooom)
2. Enter the following command: “java -cp out PlayGame”

#### Textual Mode

As with the server, you can also run the client in command line mode. Append the command for GUI Mode with a ‘nogui’ argument. You will also need to specify the ip address and port number of the server as arguments.

Example: “java -cp out PlayGame nogui 127.0.0.1 40004”

In this case, 127.0.0.1 is the IP Address of the server, and 40004 is the port number.