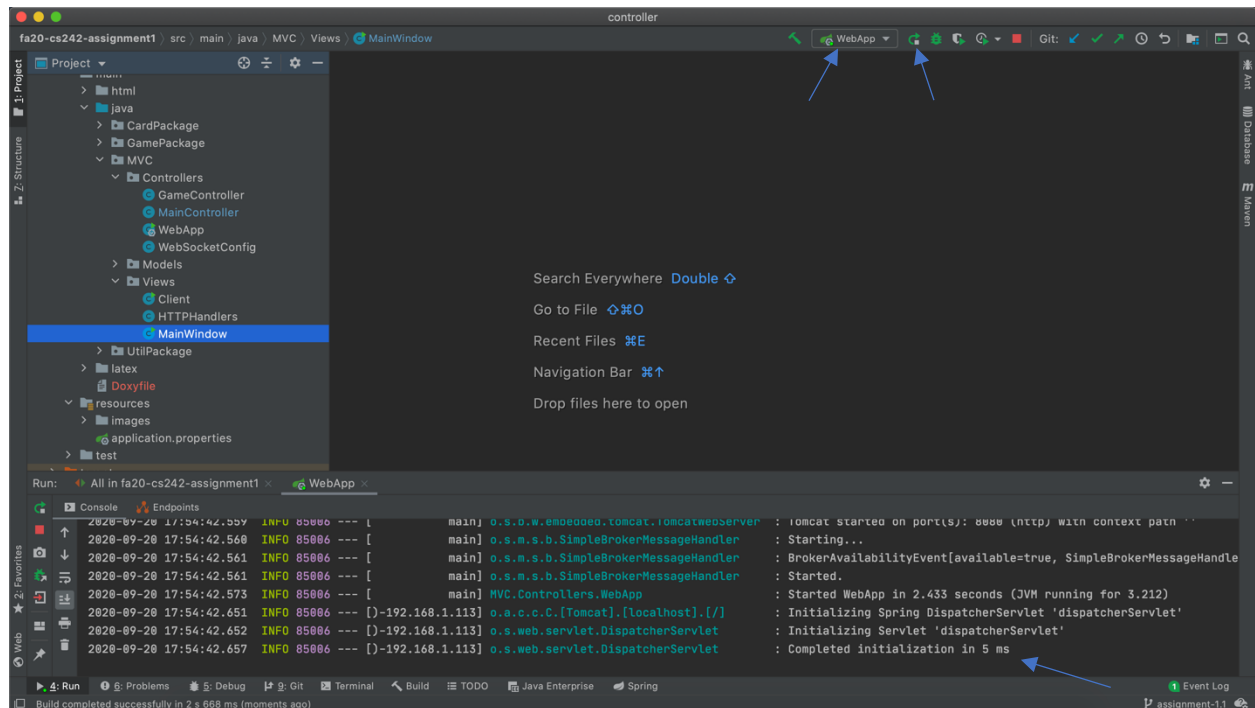This project is based on Java 14.0.1. You will need the tool maven to run the SpringBoot WebApp.

Setup maven with pom.xml. Run maven build in IntelliJ.


Direct to the working folder. Open IntelliJ and Select "WebApp" on the top right corner. Then click "Run 'Web App'". You should see in the Console "Completed initialization in [n] ms".

```
●  ●  ●  📁  fa20-cs242-assignment1 — java -classpath ~/apache-maven-3.6.3/boot/plexu...
[ERROR] Re-run Maven using the -X switch to enable full debug logging.
[ERROR]
[ERROR] For more information about the errors and possible solutions, please rea
d the following articles:
[ERROR] [Help 1] http://cwiki.apache.org/confluence/display/MAVEN/MojoExecutionE
xception
[Mirandas-MBP:fa20-cs242-assignment1 mirandaliu$ mvn exec:java -Dexec.mainClass="
MVC.Views.Client"
[INFO] Scanning for projects...
[INFO]
[INFO] ------------------------< com.uno:controller >------------------------
[INFO] Building controller 0.0.1-SNAPSHOT
[INFO] --------------------------------[ jar ]---------------------------------
[INFO]
[INFO] --- exec-maven-plugin:1.6.0:java (default-cli) @ controller ---
17:50:50.677 [AWT-EventQueue-0] DEBUG org.springframework.web.socket.client.stan
dard.StandardWebSocketClient - Connecting to ws://localhost:8080/uno-ws
17:50:50.868 [SimpleAsyncTaskExecutor-1] DEBUG org.springframework.web.socket.ha
ndler.LoggingWebSocketHandlerDecorator - New StandardWebSocketSession[id=c7afed3
b-b9d3-b2b0-b89d-b4e849aa6f7e, uri=null]
17:50:50.868 [SimpleAsyncTaskExecutor-1] DEBUG org.springframework.messaging.sim
p.stomp.DefaultStompSession - Connection established in session id=1b898a9a-55a3
-b27b-e699-af3074008ac8
```

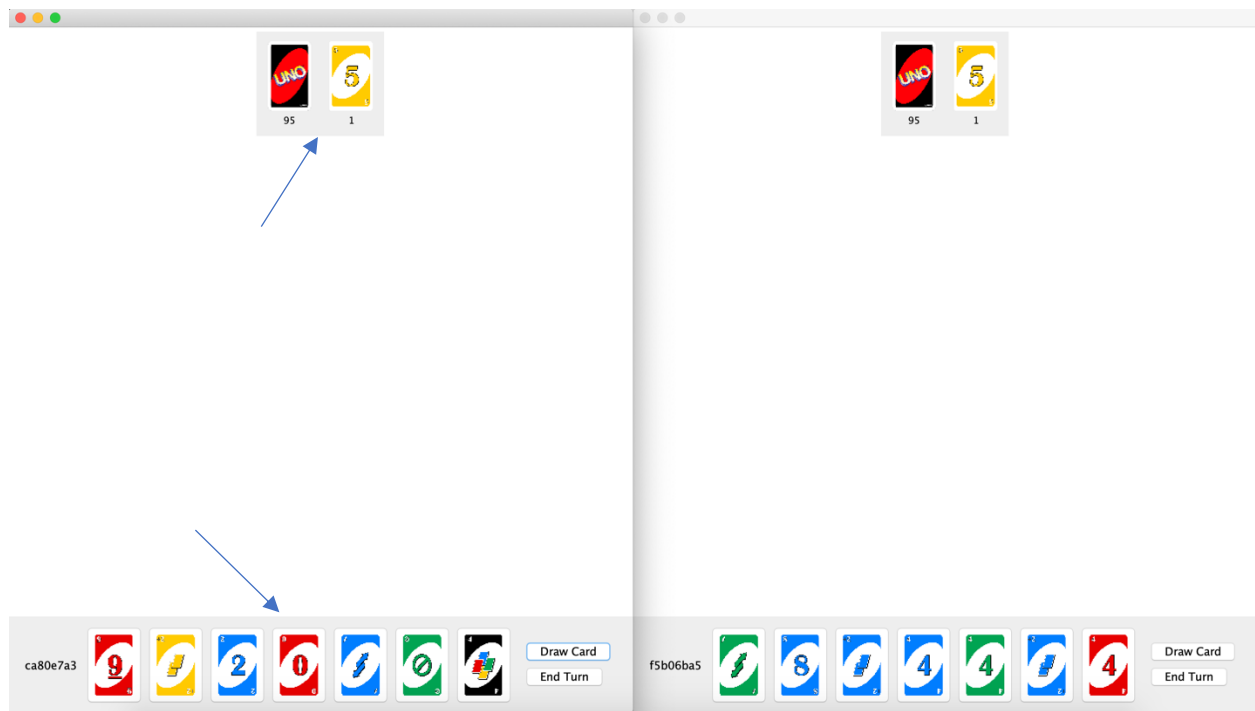Open up the terminal and direct to the working repository. Run

mvn exec:java -Dexec.mainClass="MVC.Views.Client"

After you do this, the following panel should appear.
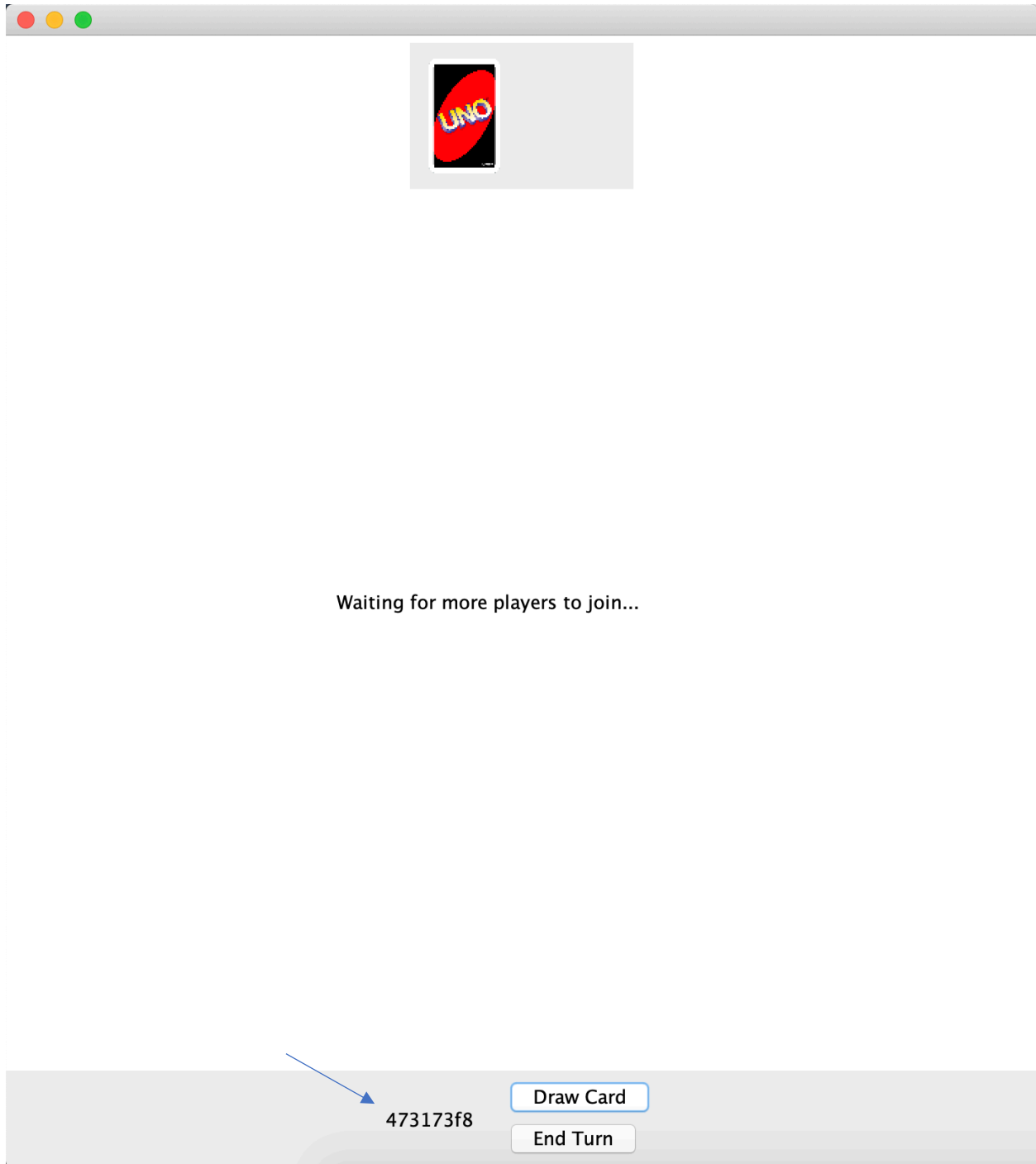
You should see your playerID. You will wait for at least one other player to join to start the game.

Please have them do the same commands in another terminal.

After all players have joined the game will begin. Seven cards are dealt to each person. The draw pile is on the left and the discard pile is on the right. The number of cards in the piles are shown below them. A card is drawn out of the draw pile as the initial game state. This picture here displays a two-person game which has a panel for each player. Person 1 is on the left and Person 2 is on the right. Note that the information about the draw pile and the discard pile should remain consistent within all players. There are also two buttons on the right side of the cards, which will be explained later.
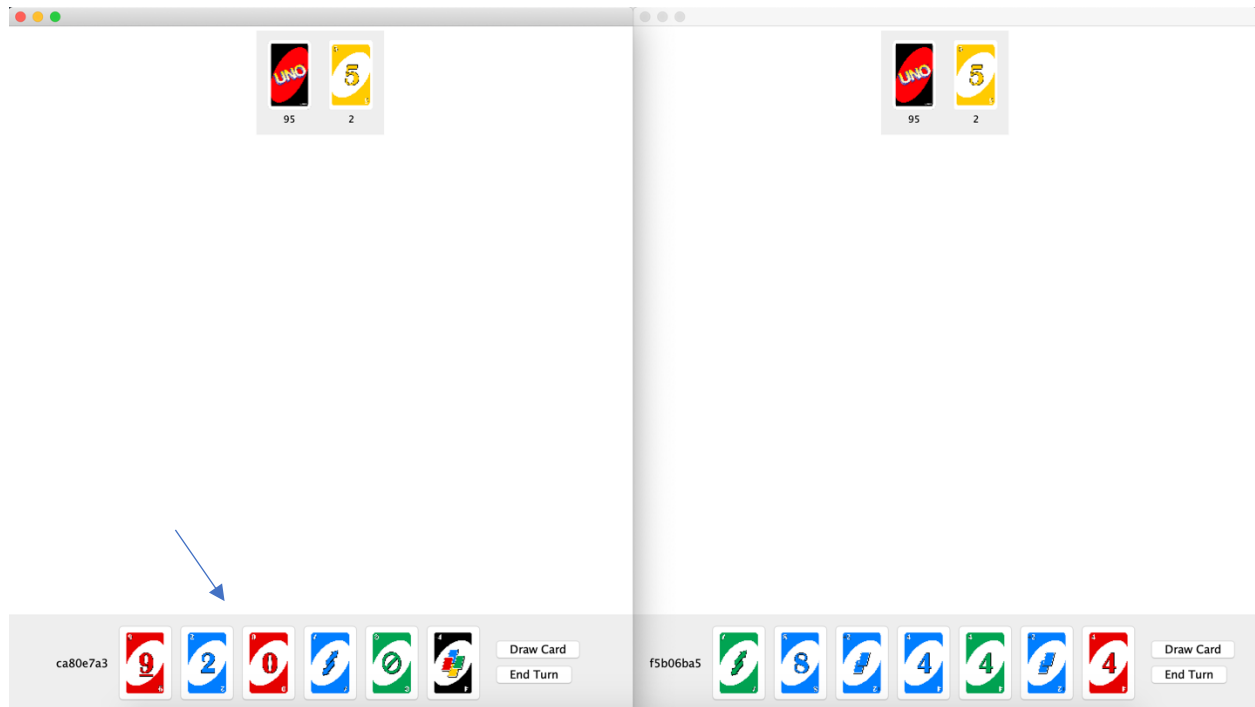
Here, Player 1 on the left starts out by playing a Draw2 card. There should be only 6 cards left in Player 1's hand. Now it's Player 2's turn. Player 2 may choose to stack a Draw2 card. In this case, Player 2 chooses to end turn and draw 2 cards. Player 2 should click the "End Turn" button.
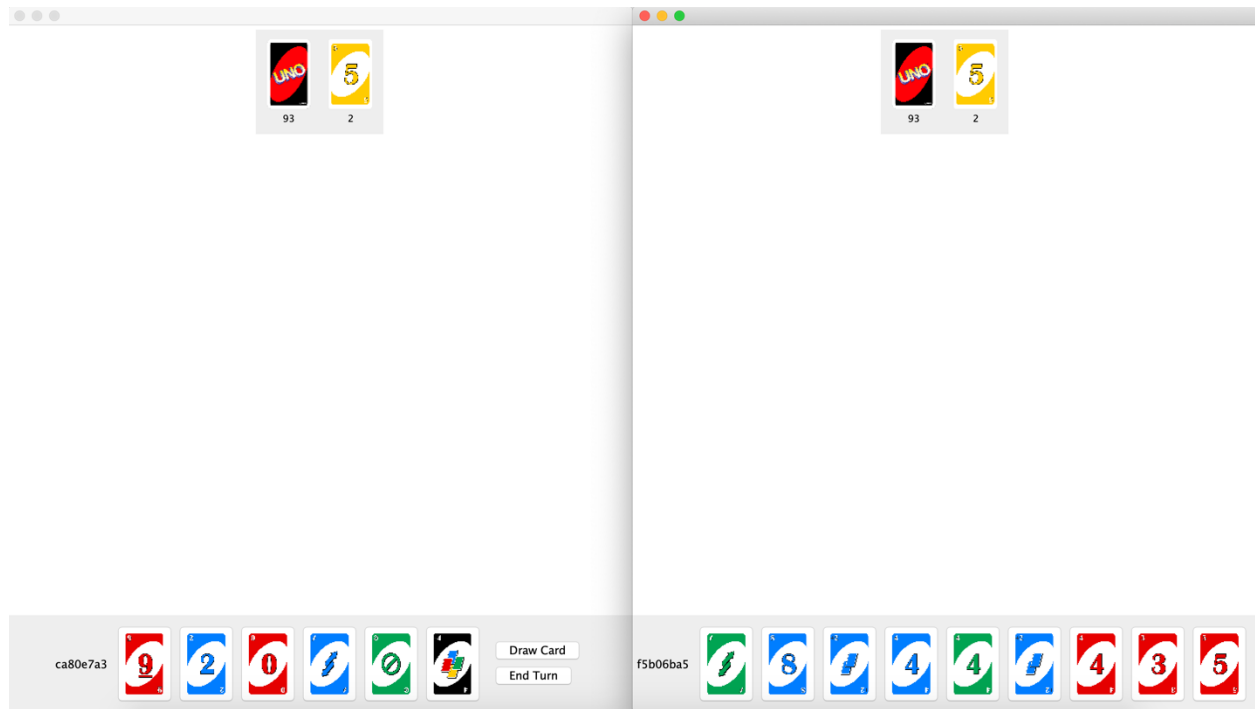
After Player 2 clicks the "End Turn" button, Player 2 should have 9 cards in their hands. It is now Player 1's turn to play. However, Player 1 does not have a valid card to play. Therefore, Player 1 draw a card by clicking the "Draw Card" button.
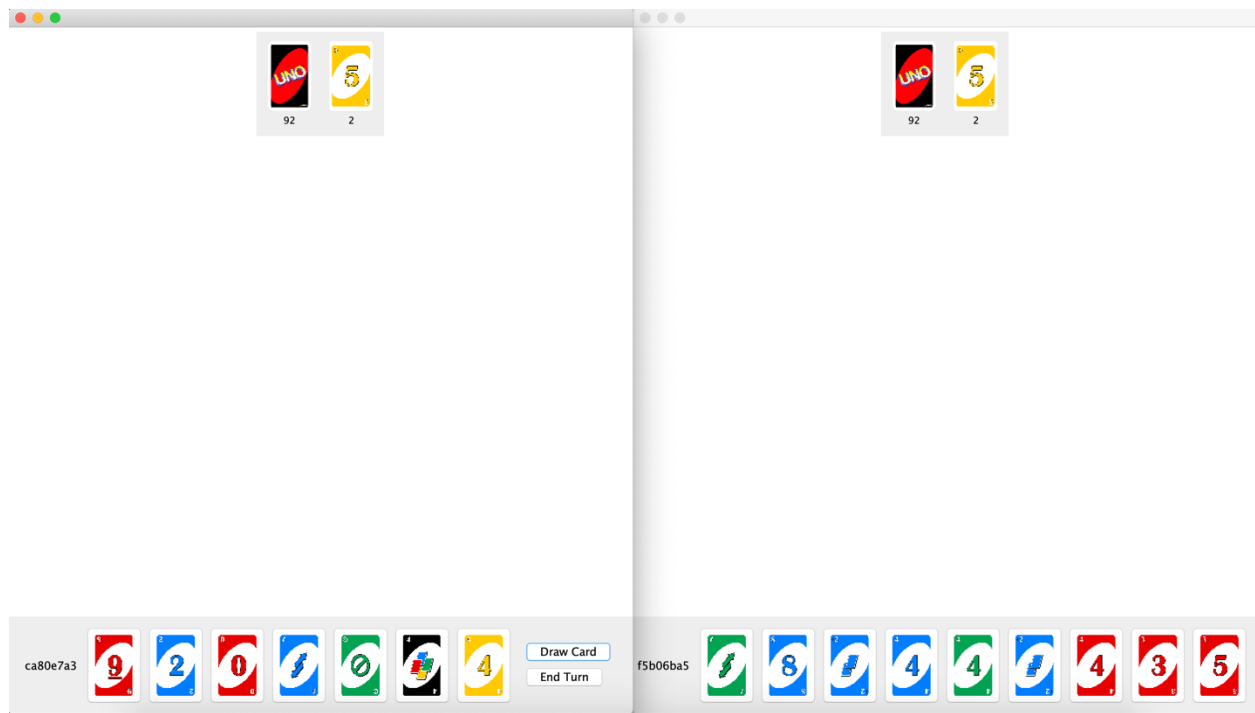
Player 1 draws a Yellow 4. They should be able to play it immediately if they want to. Player 1 chooses to play.
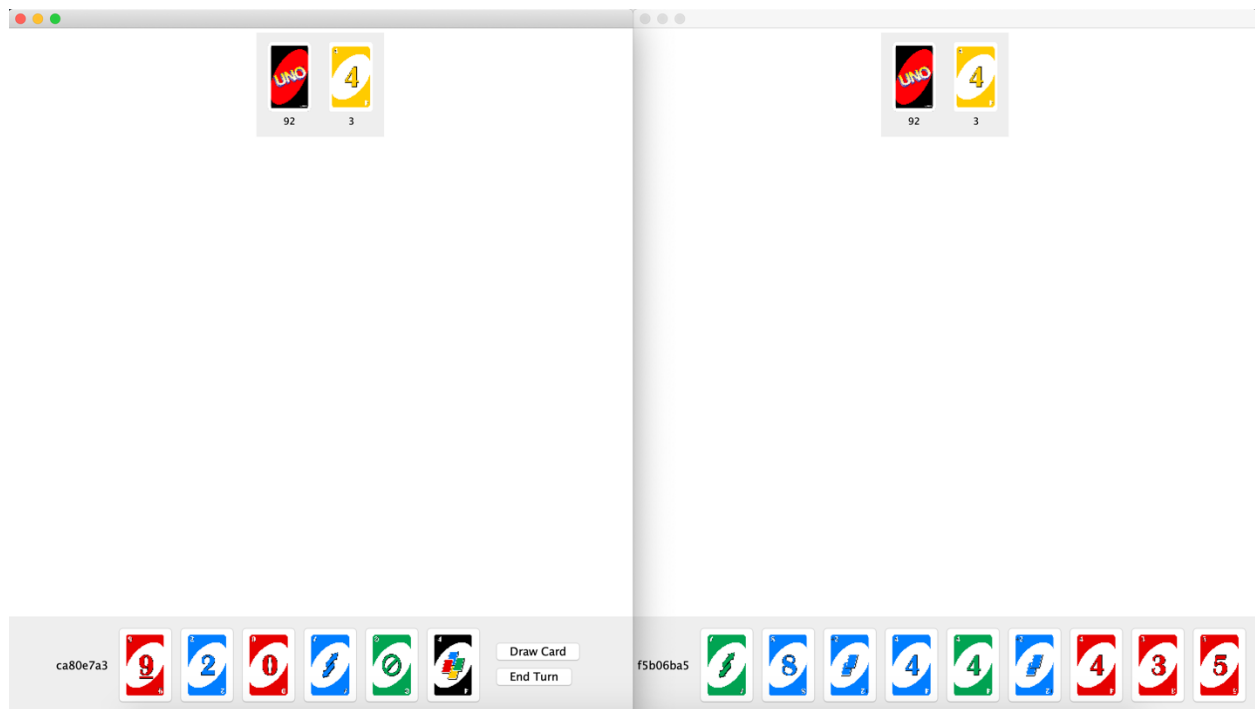
Here Player 1 plays the card. At this point, there should be 3 cards in the discard pile, 6 cards in Player 1's hands, and 9 cards in Player 2's hands.
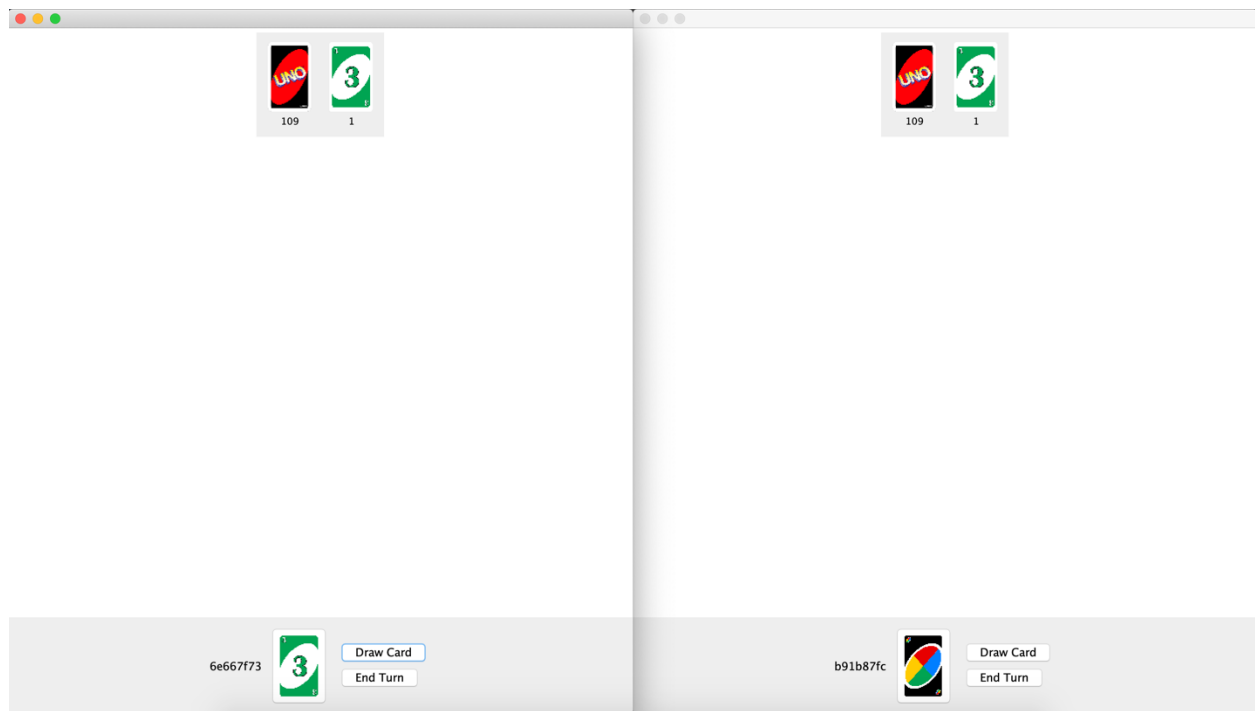
After a few rounds of play, both players only have one card left which is also playable. It is now Player 1's turn. Player 1 should be able to play this card and win the game. Player 1 chooses to play this card.
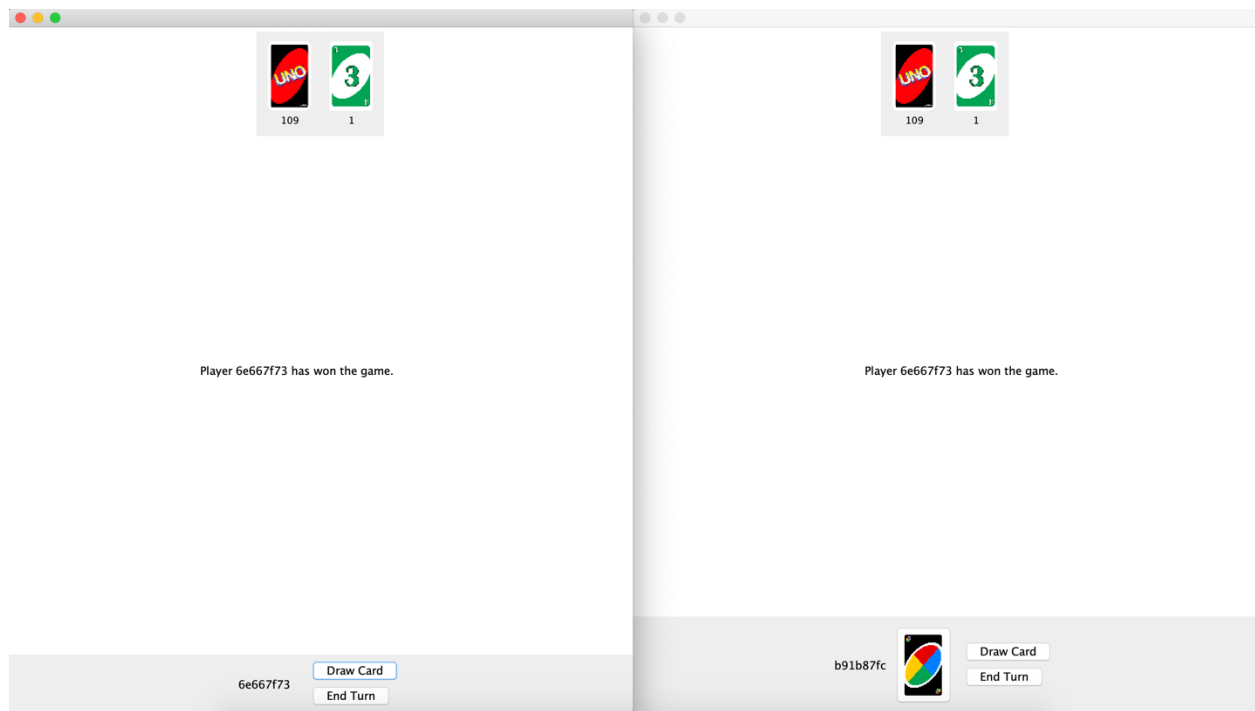
After Player 1 plays the card, a message is displayed to both Players, stating that Player 1, referred to by their playerID, has won the game.