

Running Instructions:

I tried to make a JAR file but I was not able to do so, due to some issues with the processing libraries I was using. I will describe how to run the game using the IntelliJ IDE:

1. First open the Blobby folder from IntelliJ.
2. In order for the project to work we need to import some libraries. First library we need to import is the Core.jar from processing. On mac/linux this can be found in the processing folder in the Java folder. To import the library, we go to file -> project structure. Then we select libraries from project settings and we click on the plus sign and add the Core.jar.
3. We repeat the same operation for the other libraries **gluegen-rt** and **jogl-all**.
4. The final library we need to add is the UDP library, I will upload a folder which will contain the library but in case the folder corrupted then it can be obtained from this link: <https://ubaa.net/shared/processing/udp/>
5. The JAR file we need to add is called udp.jar it can be found in library folder in udp folder.

The previous steps will enable the program to work in IntelliJ. Now to run the game over the network we need to control couple of parameters. The game is already divided into multiple sketches server and player sketch. In order to run the server, all you have to do is to open up the **BlobbySketch** class in the Sketches package and adjust the **serverIp** and **serverPort** to what you want it to be and then run the **ServerSketch** class.

Then in order to connect as a player, all you have to do is to enter the player's current IP and port number in the **ClientPlayer** class in **Players** package. Once that is done, all you have to do now is run the **PlayerSketch** class in **Sketches** package.

Again, I am sorry for this difficult way of running the game but I tried my best to create a JAR file but it kept complaining about the **gluegen-rt** and **jogl-all** libraries.