Using the GameLink System to Run a Tournament

The following steps outline how to use the GameLink System to create and run a tournament for Kalah or Cram using algorithms submitted by students. Details on creating an algorithm can be found within the ReadMe.pdf contained in the Cram or Kalah repositories found here:

Cram: https://github.com/mysteryhobo/Cram
Kalah: https://github.com/mysteryhobo/Kalah

Running and Creating a Tournament:
1. Place all .java files submitted by students in to the algorithms folder contained in the source directory.
2. Open the terminal to the source directory and enter the following command to compile all submitted algorithms. Be sure to replace **<Insert File Path Here>** with the absolute path to the algorithms file contained in the classes directory:

    javac -Xlint:unchecked -d <Insert File Path Here> algorithms/*.java

3. To Run the tournament change directory to the classes directory and enter the following command depending on what game you wish to play:

    java org.gamelink.main.CramRunner   or   java org.gamelink.main.KalahRunner

4. When complete, the results of the tournament will be written to the results.txt file contained in the classes directory.

Changing the Settings of the Tournament:
To alter the settings of the tournament open the properties file contained in the classes directory, and change the values as need be. For information on the properties you can refer to the ReadMe files.