===========[ DIRECTION ]=============

* Run Login\_Server.java in Project\_Login package
  + Connect to the database using username & password registered with mySQL server
  + [Optional] register the admin email address using only Gmail that has been set up for smtp (the admin email address is used in the event of a user forgetting password).
* Run ProjectServer.java in Project\_Server package
* Run UserIDClient.java in Project\_Login package for one user
  + If a client is running on a different computer, click ‘Change Server IP address’ to change the server ip address

===========[ HOW TO PLAY ]=============

* Form a valid equation on the board and try to get the highest score
  + - (total score is based on the used tiles’ scores + extra score from the board)
  + If it is not the first turn, at least one of your tiles must be placed next to your opponent’s
  + In one turn, you are allowed to place your tiles in one column/row
* Click Submit button to submit your equation and pass the turn to an opponent
* Click Change Tiles to change the tiles on your hand (up to 8 tiles)
  + - (after you change your tiles the turn will be passed to an opponent)
* Click pass to skip your turn
* The game will be over when
  + No more tiles left in the bag
  + One player gets to 150 scores
* You may talk to your opponent through the chat room

NOTE: CLICK ‘TUTORIAL’ Button inside the game window for more information

===========[ DIRECTION FOR GRADING ]=============

* JavaDoc - Go to ‘dist’ -> ‘javadoc’ -> ‘index.html’
* JUnit test - Go to ‘test’ -> ‘ProjectResources’ -> ‘ResultFinderTest.java’
* Pseudocode - Go to ‘Pseudocode’ folder

(Go to http://prezi.com/7y53uqhk82v5/?utm\_campaign=share&utm\_medium=copy&rc=ex0share for the project diagram)

* Database with 2 tables
  + Database name: easygroup285
  + Table names: account, games
  + More detail in ‘Login\_Constants.java’ in Project\_Login package