

# Manual JavaTiles

In this document you are going to learn how to correctly play the game Java Tiles.

## Beginning

After successfully connecting to the server a chat pops up. First in the console you have to login by choosing a username. If your username is already in use there will be added a “\_number” to it whereas number depends on the attempts others tried to use your username. As a next step you have to join a lobby by prompting /joinlobby (lobby number you want to join). If the lobby with the specified lobby number doesn’t exist yet, there will be a new lobby created. Important to notice is that lobbies have a maximum of 4 players, since you need to be exactly 4 players in order for you to be able to start a game. Once you have joined a lobby you can enter the command /ready in the console. As soon as all 4 players of the lobby are ready, the game starts.

## The design of JavaTiles

```
your Deck:
__|_0|_1|_2|_3|_4|_5|_6|_7|_8|_9|10|11|
0 |JT| 2| 8| 2| 4|10|  | 1| 2| 5| 6| 6|
1 | 2|13| 4|  |  |  |  |  |  |  |
[04-07 15:12:24.051][DEBUG][main] Client -
Valid input
Exchange stacks:
vvvv
|11|13| 2| 3|
^^^^
It's 1's turn.
```

The deck is presented to you as a grid with 24 spaces distributed over 2 equally sized rows to manage your tiles. To know where your tiles are in the grid the indices are shown at the top and on the left of the grid. There will be some empty spaces in the grid, since all players get 14 tiles except for the player who has to start, which gets 15. Here we can see that the player who was assigned the number 1 takes his turn. There are 4 exchange stacks, and a player can always draw from his personal exchange stack which is marked as you can see in the picture above. The previous player in line fills the exchange stack of the next player in line. The JT tile represents the joker.

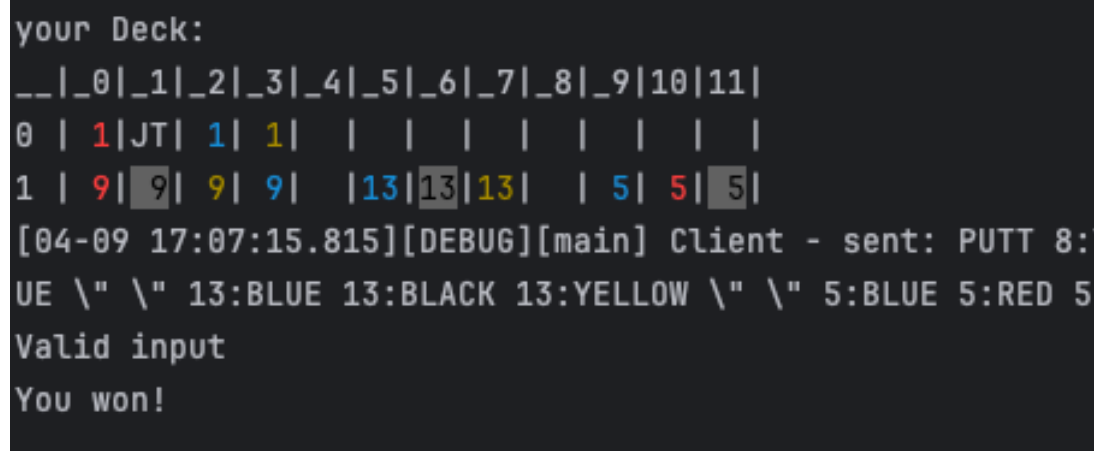
## Gameplay

After the game has started the player with 15 tiles needs to decide which tile he doesn't need any more and with the command `"/putt (number of row) (number of column)"` can get rid of it. After the command is done the tile goes to the exchange stack of the next player who then is the next in line. He then gets a notification telling him that it's his turn. After getting the notification he can either pick up the tile which the precedent player put in the exchange stack with the command `"/draw e"` or he can pick up a tile from the main stack which is not visible by design with the command `"/draw m"`. Then he again has to decide which tile he doesn't need and can proceed to put it in the next exchange stack. What all players regardless if it's their turn can do is to swap their tiles in their respective deck with `"/swap (first number of row) (first number of column) (second number of row) (second number of column)"` in order to get the winning configuration.

## How to win?

You aim to rearrange your 14 tiles into groups: either sets of the same number in different colors or runs of consecutive numbers in the same color. There need to be groups with at least 3 tiles per group. You can use jokers in any group. A group needs to be separated by an empty space.

If you have a win configuration you just need to carry out the command `putt` when it is your turn and it will be automatically detected. Here's an example of a winning configuration:



```
your Deck:
__|_0|_1|_2|_3|_4|_5|_6|_7|_8|_9|10|11|
0 | 1|JT| 1| 1| | | | | | | |
1 | 9| 9| 9| 9| |13|13|13| | 5| 5| 5|
[04-09 17:07:15.815][DEBUG][main] Client - sent: PUTT 8:Y
UE \" \" 13:BLUE 13:BLACK 13:YELLOW \" \" 5:BLUE 5:RED 5
Valid input
You won!
```

## Other features

If you are unsure which lobby to join you can list them with `"/listgame o"` which shows you the opened lobbies meaning the lobbies that haven't started yet.

With `"/listgame r"` you can have an insight in the already running games.

With `"/listgame f"` you can have an insight of finished games.

With the command `"/listplayers"` you can list all players that are connected to the server and with the command `"/listlobbies"` you can list all lobbies with the respective players in it.

In the GUI chat you can chat with the commands:

`"/all (your message)"` to send a message to everyone in the same server.

`"/whisper (recipient) (your message)"` to send a message to a specific player.

`" (your message)"` to send a message in your own lobby.