

Client

How to Start the Program

To start the server program, simply run the Client Controller.launch file.

How to connect to a User

To connect to a user, enter the IP address of a user in the text field labeled Enter IP address.

Using the Program

Upon starting the program, you will have multiple controls. You can create a room in the client with the "Create Room" button, and you can invite connected users to join your room with "Invite" or join other connected user's rooms with "Join". You can send a text message with the "Send Msg" button, you can send a map with the "Send Unknown Map" button, and you can leave the chatroom with the "Leave Room" button.

You can play other people's games by joining their lobby, and receiving their game application. Their game application will pop up as a new window, and you can play their game, and communicate with other players through chatrooms.

Server

How to Start the Program

To start the server program, simply run the Server Controller.launch file.

How to connect to a User

To connect to a user, enter the IP address of a user in the text field labelled Enter IP address.

Using the Program

Upon starting the program, you will have multiple controls. You can create a lobby with the "Create Lobby" button or you can create a normal chatroom with the "Create Room" button. You can add connected users to your lobby by selecting a connected user in the "Connected Users" drop down list and the lobby in "Your Rooms" drop down list and pressing the "invite" button. The difference between the lobby and a normal chatroom is that the lobby has special controls to allow you to send a game.

In the lobby, you should click the "Divide Teams" button to split up the members into teams of 2. If there are an odd number of members, the number of teams will be rounded up to the nearest integer.

After dividing the members into teams, you can click "Send Game" to send the game to members of your lobby.

You can also leave the chatroom or lobby by clicking the "Leave Room" button. To send a map to all the other members of the lobby, click the "Send Unknown Map" button.

Gameplay

About the game

Answer trivia questions about Europe or Asia and watch your scores grow (hopefully)!

How to start the game

1. Connect to the Discovery Server.
2. Connect to The Silk Road Game server.
3. Join the game lobby.
4. You will be assigned to a team of 2, and a button should appear that allows you to either play the *Passport to Europe* map, or the *All About Asia* map, click that button and that should start the game for you. It is advised that you *don't* play on full screen.

Game rules

Players can earn or lose the amount of points specified on the text X over each map annotation. If a player answers a trivia question correctly, he will **earn X points**, and if he answers incorrectly, he will **lose (X - 1) points** so that he is slightly more incentivised to take risk on places he isn't very familiar with. If he closes the question window without answering, he will be **penalized for 2 points**. Each player starts with **0 points**.

The game ends when every player has submitted their final score, or when the 5 minute timer has run out. Each team's final score is **the average of the team members' scores** and the highest scored team(s) wins!

After you submit your score, you can still continue to explore the remaining questions if any but your individual score will no longer be affected.

We want to make a solemn statement hereby that by playing this game you agree to strictly adhere to the Rice HONOR CODE, and any kind of unauthorized assistance are considered a gross violation and Dan Wallach will 4 sure come to your doorstep with a subpoena from the Ex&S!

Game Controls

[Top panel]

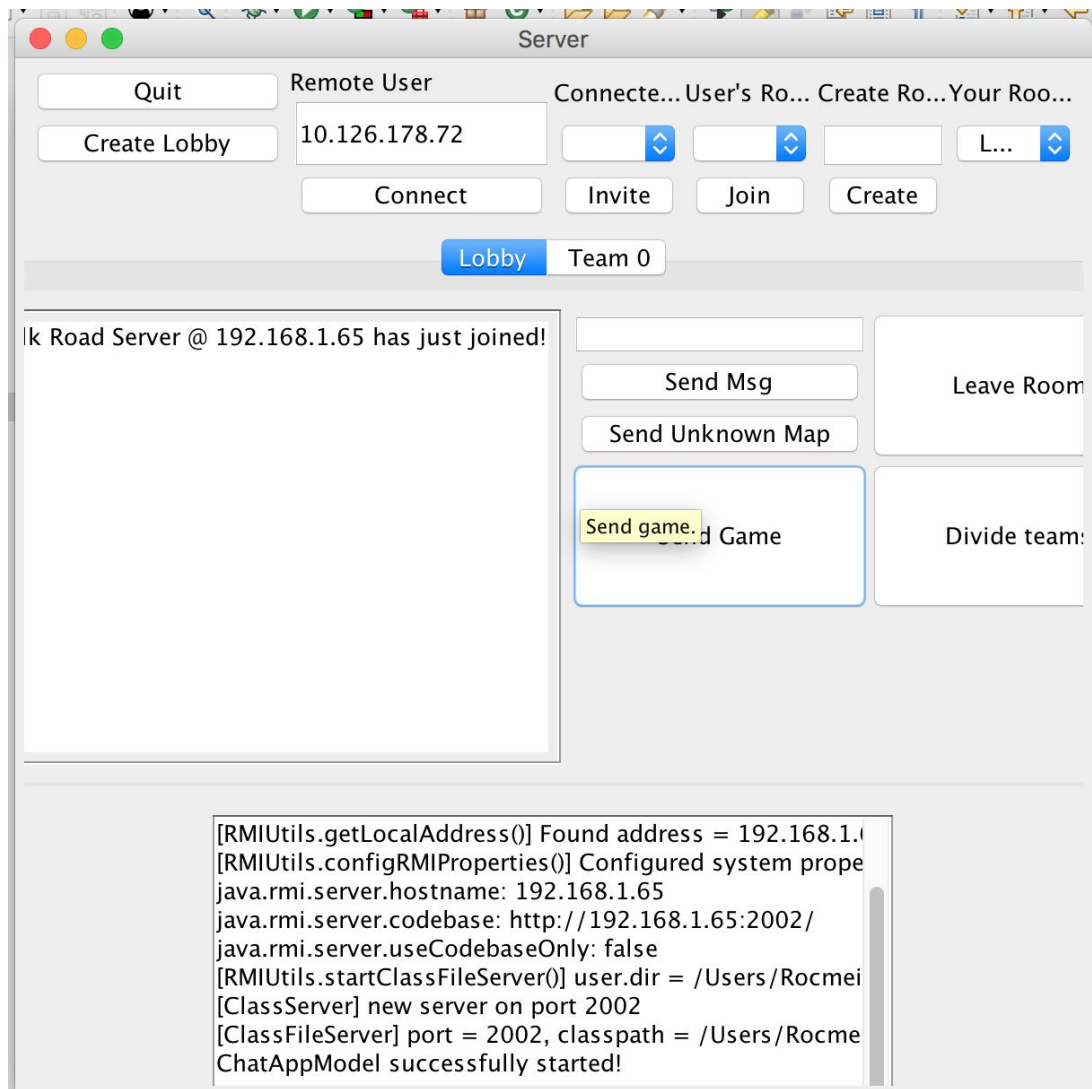
Shows a flat earth view with annotations. Upon clicking these annotations, a pop up window will appear allowing you to answer questions. You can choose to click one of the answer or close the window and take a 2 point penalty.

[Bottom panel] from left to right, top to bottom

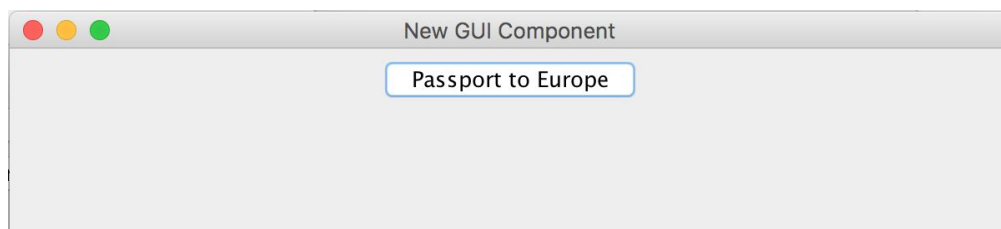
The submit score textfield shows your current score, and the submit button can be clicked **only once**, so make your submission decision carefully! To the right is a timer that counts down the amount of time left.

The text area down below shows the correct answer for each question and some interesting facts about that place.

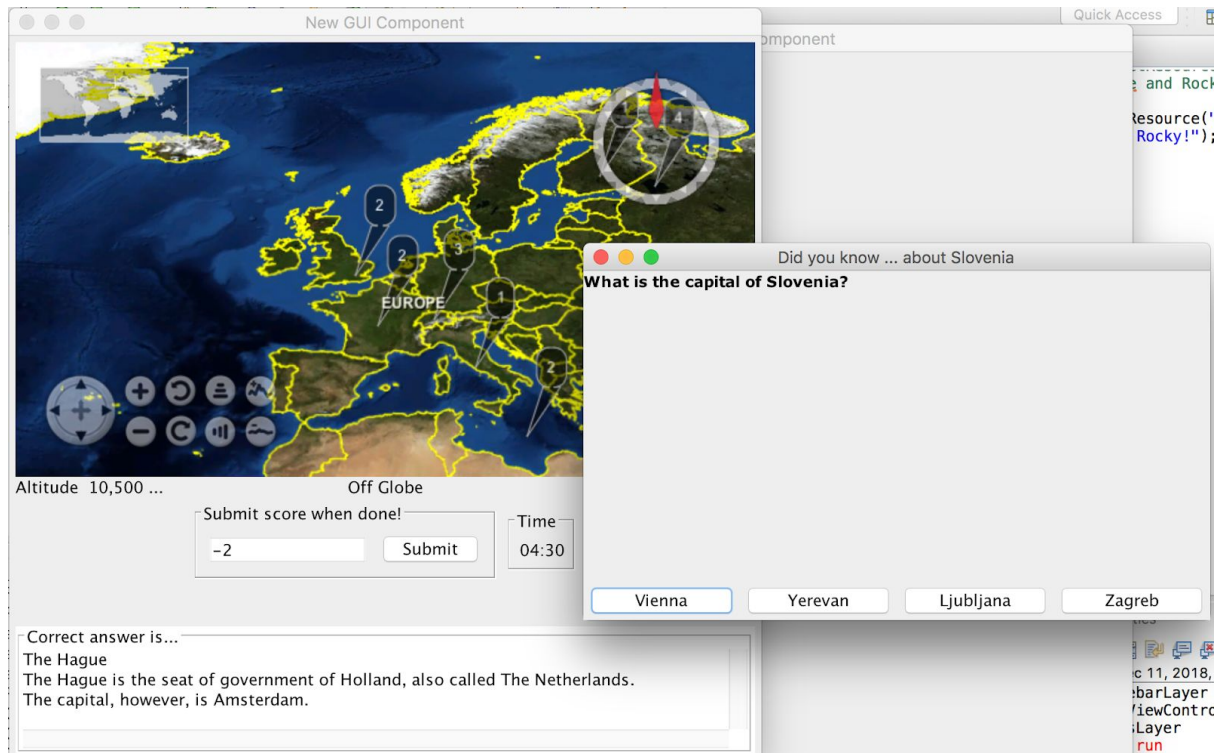
Lobby for dividing teams and sending game



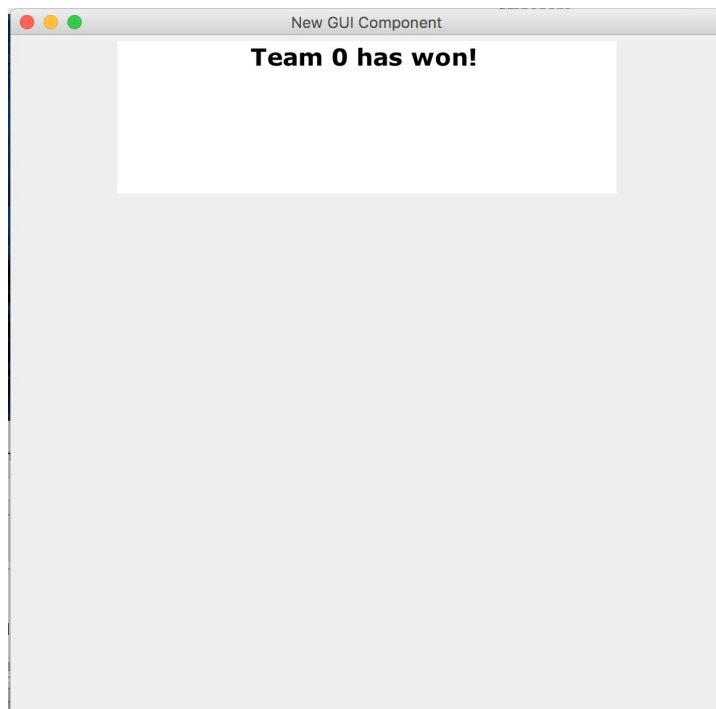
The initial button that starts the game upon clicking



Screenshot of the actual gameplay (correct answer shows the correct answer from the previous question)



Message announcing the winner of the game



Game Strategy

Perhaps the best advice we can give is to look what country/city the annotations are located at and assess how familiar you are with it. Then, use the reward/penalty number to decide whether it is worth it to answer this question. Remember you can always choose to submit the score you have right now!

To help you gauge the risk and rewards, both set of trivias contain 10 questions distributed as: three difficulty level-1 questions, three level-2, three level-3, and one level-4 question.

And finally, don't forget to talk to your teammate! Communication can be crucial to maximizing your team's score.