

# Multi-User-Dungeon

Duncan van der Wielen

## How to run:

Make sure that you have set your CLASSPATH correctly.

Add these lines to your .bash\_profile (on macOS):

```
export PATH=$PATH:$HOME/3524
export CLASSPATH=.:$HOME/3524
```

Make sure that you leave a new (empty) line at the end of this file.

Open 3 terminal windows with bash in the /3524 folder.

Use the commands below in the given sequence:

1. Compile the project: `$ make mud`
2. Start RMI Registry: `$ rmiregistry 50010`
3. Start MUD Server: `$ java cs3524/solutions/mud/MUDServer 50010 50011`
4. Start MUD Client: `$ java cs3524/solutions/mud/Client <your host name> 50010`

Now you are running the solution!

To connect multiple clients to the server concurrently, open a new bash window and use the "Start MUD Client" command shown above.

## Client instructions:

- Move around the MUD: north, south, east, west
- View information about your current: info
- Pick up an item: take
- View your inventory: bag
- View a list of other online users: users
- View a list of servers: servers
- Disconnect from the MUD and return to the main menu: quit

## Notes:

- This solution expands upon the material from the rmishout practical, implementing a simple client server connection without sockets.
- The functionality described by the marking scheme is provided in large by methods in the given MUD.java file.
- Any methods that I implemented from scratch are found in MUDServerImpl.java, with the exception of takeThing(), which is located in MUD.java
- Methods belonging to the MUD class are made available to the user through a stub stored in RMI. The stub is created by MUDServer.java and MUDServerImpl.java when the server is launched.
- At runtime, the client performs a name lookup with the RMI Registry (looking for the server), which provides access to all the remote methods.