1.Description of the files in the Folder

```
∨ 🔧 > ASSIGNMENT_1 [Code master]
    > 📖 JRE System Library [jdk]
    ∨ 🔨 > src
        ∨ 🔧 > DataStructure
            ∨ 📄 > Account.java
                > 🟢 > Account
        ∨ 🔧 > Helper
            > 📄 > logManager.java
        ∨ 🔧 > Servers
            > 📄 > AsianGameServer.java
            > 📄 > EuropeanGameServer.java
            > 📄 IAdministratorClient.java
            > 📄 IPlayerClient.java
            > 📄 > NorthAmericanGameServer.java
            > 📄 > StartServers.java
        ∨ 🔧 > System
            > 📄 > AdministratorClient.java
            > 📄 > PlayerClient.java
    📂 PlayerLogs
```
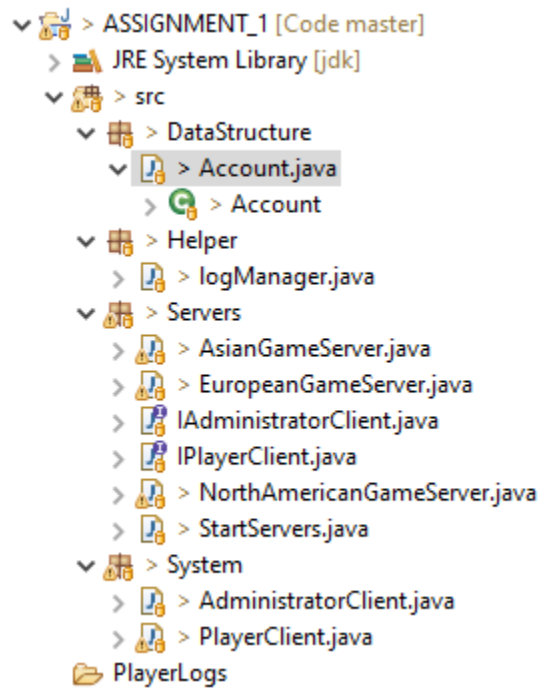
System Package contains the

1. AdminstratorClient console for the admins.

2. PlayerClient console for the players.

Server Package contains the

1. NorthAmericanGameServer deals with these132.xxx.xxx.xxx IP'S.

2. EuropeanameServer deals with these 93.xxx.xxx.xxx IP'S

3. AsianGameServer deals with these 182.xxx.xxx.xxx IP'S.

Helper Package contains the

logManager deals with the logging.
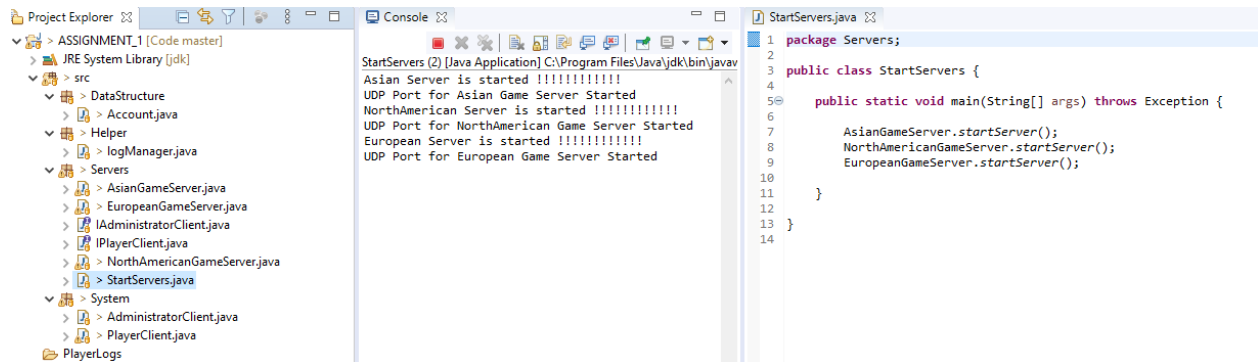
DataStructure Package contains the

Account holds the blueprint of the structure.
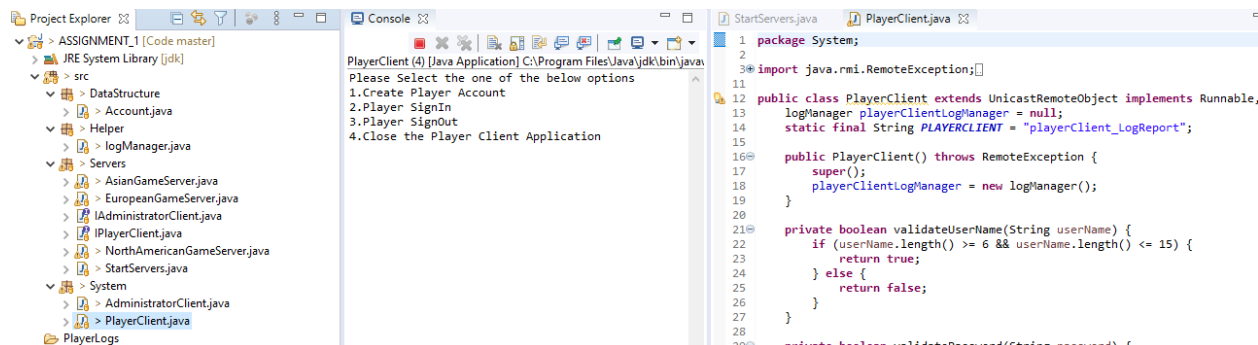
PlayerLogs folder

This will store the accounts of the player with username as the file name.
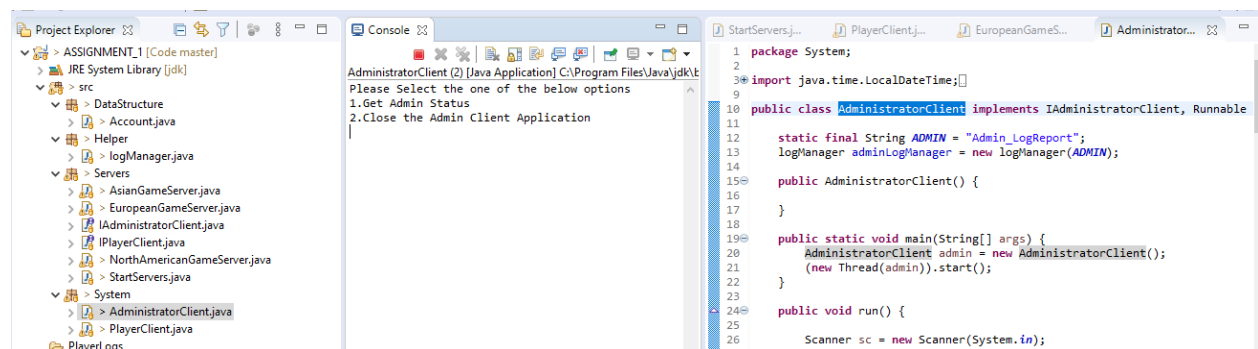
2.Running of the project

1. Run the StartServers in the Server package which will run all the 3 servers (NorthAmerican, Asian , European Game Server)

2. Run the PlayerClient in the System. User can choose any of the 4 options

3. Run the AdministratorClient in the System. User can choose any of the 2 options

4.Test Scenarios

I have created 4 different test scenarios in the TestScenario1 Folder

TestScenario2 Folder

TestScenario3 Folder

TestScenario4 Folder