

# **Bang Online (User documentation)**

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The application is an online multiplayer game based on BANG!, a wild west themed deduction card game. During lock down it's quite difficult to meet in person with another six people to play the card version therefore, as almost everything nowadays, we can play it online with nearly indistinguishable experience of the game.

## **How to run the application**

Environment: Visual Studio 2019 for Mac

Computer specification: CPU 2,3 GHz Dual-Core Intel Core i5

MEM 8 GB 2133 MHz LPDDR3

MacOS Big Sur version 11.2.2

## **How to play**

After running the program user is provided the choice if he's the host (the one who sets up the server) or a guest. Only one of the users can choose to be the host. The host than selects number of players from 4 to 7 that will be playing. Once server is running guests can start the program as well and application asks them to choose their nicknames.

Then user is told to which measurements he must adjust his console window in order to game to render correctly.

Once all users has done their setup, application asks players to choose one of two characters randomly selected for them. Choices are numerated and user types only number of chosen character.

When all players have correctly chosen their characters the game starts. First to make a move is always sheriff. Application automatically draws two cards for him the player unless his character modifies process of drawing. In that case player is provided possibilities with desired format of his/her input.

Then it's time for players moved. He/She can do whatever actions he/she wants if the games allows it by inserting move-text.

List of actions with correct format.

Beer card => "Beer"

Cat Balou => "CatBalou Name-Of-Target"

Bang => "Bang Name-Of-Target"

Stagecoach => "Stagecoach"

Wells Fargo => "Wells Fargo"

Duel => "Duel Name-Of-Target"

Emporio => "Emporio"

Salon => "Salon"

Indians => "Indians"

Gatling => "Gatling"

Missed => "Missed"  
Panic => "Panic Name-Of-Target"  
Jail => "Jail Name-Of-Target"  
Mustang => "Mustang"  
Scope => "Scope"  
Barrel => "Barrel"  
Dynamite => "Dynamite"  
Volcanic => "Volcanic"  
Schofield => "Schofield"  
Remington => "Remington"  
Rev Carabine => "RevCarabine"  
Winchester => "Winchester"  
End the move => "EndMove"  
Throw away card => "ThrowAway"

If player is target of card Bang he get to choose if he wants to play Missed card (insert "Missed") or if he wants to lose a life point (insert "lose life").

If player is target of card Duel he get to choose if he wants to play Bang card (insert "Bang") or if he wants to lose a life point (insert "lose life").

Game follows the same rules as the card version so if there are further questions about game logic please consults the rules: <https://www.ultraboardgames.com/bang/game-rules.php>.

If player dies stays in the game and spectates other players until the end.

After the game has ended application announces the winner and reveals roles of all players.