**Documentation of the Application**

**Instructions On How To Build And Run The Application**

For the server side, to run the application, you only need to run this command:

python async.py

Then you will just let the python source code do its thing with the clients. If at any point you want to close the server, you can just press Ctrl+C and you will just wait until the python source code terminates.

For the client side, to run the application, you only need to run this command:

python shirotokuro\_async\_client.py (server you will connect to)

For example, if you want to connect locally, you will type this command:

python shirotokuro\_async\_client.py 127.0.0.1

If you are the first client, you will just wait until another player runs this command. Then the server will pair both of you so you can now play the game! If at any point you want to quit, you can just simply click the close button and the program will terminate immediately. It will also notify your partner that you quit.

**Minimum Requirements And Dependencies**

Our application can be run using Python 2.6 or Python 2.7. Also, we used Pyglet 1.1.4 to help us in creating the interface for our game. You can download Pyglet 1.1.4 from <http://www.pyglet.org/download.html>. There are also instructions in this link on how to setup Pyglet.

Since some of us are using Python 2.7, we used the source distributions and installed Pyglet via this command

python setup.py install

Since we only used .wav files for music, there is no need to install AVbin.

**Gameplay**

You just use the arrow keys to navigate your players. Players assigned a pink character should avoid green waves. Players assigned a green character should avoid pink waves. Both players should avoid blue waves. Teamwork is needed when using the elevator. One player should remain in the button so that the elevator will move. Collect gems of your player’s color to get points. Also, watch out for fireballs!