Running the application:

To run the application, use the single-runtime .exe for both the 'peggleServer' and the 'peggleClient'. In order for the client to connect to the server correctly, the server application must be run first and then followed by up to 32 client applications.

Using the application:

To play the game, the server acts as the game window and the client is a spectator. With the server as the active window, click anywhere within the window to create a ball and set it in motion. The game is a simple version of peggle, where the goal is to destroy all the pegs on screen.

When the server and clients are running and connected, press the spacebar to create the pegs on both the server and client. If a client connects to the server after a new game has started, the client will not see any pegs on screen and the created balls will simply fall through the screen.

Due to the University firewall, the application is only set up to run on a single machine.

References:

Game background image:
http://th04.deviantart.net/fs70/PRE/f/2012/253/a/e/starry_background_by_imaginamagica-d5ebntz.png [accessed 28/11/14; © ImaginaMagica 2012-2014]

Networking tutorial: http://gmc.yoyogames.com/index.php?showtopic=604116 [accessed 28/11/14; written by FatalSheep? 17 December 2013]

Game Maker:

It was mentioned that Game Maker (GM) may not be installed on the markers machine, therefore all code has been laid out in a manner to closely resemble the project file. Included in each source folder is a screenshot of what the project looks like. Within each object folder there are .txt files containing the respective objects code;

- Create events are called when the object is instantiated.
- Step events are called every frame.
- Alarm events are called on a detailed time interval.
- Collision events are called when the object collides with the detailed other object.
- Game End events are called when the application is closed.
- Networking events are used to create servers/clients and handle any messages.
- Scripts can be called from anywhere.

GM follows a drag-and-drop system for creating the game world. Every object that is placed within the game world or instanced through code all interact with each other through code or the GM built in functions. With this basic understanding, hopefully the way the code is laid out will make sense.

Of course, for the best way to view the code, GM should be installed. The free version for windows can be found here: https://www.yoyogames.com/studio/download