

Kalah Mancala Configuration

How to configure the BaseX server

WEB FILES:

The standard web files (CSS, JavaScript, HTML) must be found under the path:

C:\Program Files (x86)\BaseX\webapp\static\kalahMancala

HTML files referenced by XQuery methods must be found under the path:

C:\Program Files (x86)\BaseX\webapp\WEB-INF\kalahMancala

All the HTML files must be configured as XHTML files. This means the file needs to have the following structure:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml"> ...CONTENT... </html>
```

XQUERY FILES:

The XQuery files must be found under the path:

C:\Program Files (x86)\BaseX\webapp\WEB-INF\kalahMancala

DATABASE:

The Kalah Mancala database must be named: "KalahMancala" and it must contain the file "GameInstanceCollection.xml".

SAXON 9.x REQUIRED:

To be able to use XSLT 2.0 transformers, the server must have a Saxon processor with the version 9.x (saxon9he.jar, saxon9pe.jar or saxon9ee.jar) on the classpath. The processor can be downloaded from <http://www.saxonica.com/download/SaxonPE9-7-0-14J.zip> and the JAR file saxon9pe.jar must be found under the path:

C:\Program Files (x86)\BaseX\lib\saxon9pe.jar

URL links for the game

START SCREEN:

The start screen must be displayed when entering the link: <http://localhost:8984/gxf/kalahMancala>

When clicking on the button “PLAY GAME”, the triggered link is: <http://localhost:8984/gxf/newGame>

After creating a new game, transform it with the link: [http://localhost:8984/gxf/transform/{\\$gameId}](http://localhost:8984/gxf/transform/{$gameId})

GAME SESSION SCREEN:

When clicking on a house, trigger the link: [http://localhost:8984/gxf/move/{\\$gameId}/{\\$houseId}](http://localhost:8984/gxf/move/{$gameId}/{$houseId})

After distributing the seeds with the “moveSeeds” method, create a web:redirect to the link:
[http://localhost:8984/gxf/specialCases/{\\$gameId}/{\\$startingPit}/{\\$numOfStepsToMove}/{\\$player}](http://localhost:8984/gxf/specialCases/{$gameId}/{$startingPit}/{$numOfStepsToMove}/{$player})

After checking the special cases, create a web:redirect to the link:
[http://localhost:8984/gxf/checkGameOver/{\\$gameId}](http://localhost:8984/gxf/checkGameOver/{$gameId})

After checking if the game is over, transform it with the link:
[http://localhost:8984/gxf/transform/{\\$gameId}](http://localhost:8984/gxf/transform/{$gameId})

When clicking on the button “NEW GAME”, the triggered link is: <http://localhost:8984/gxf/newGame>

GAME OVER SCREEN:

When clicking on the button “PLAY AGAIN”, the triggered link is: <http://localhost:8984/gxf/newGame>

Current directory structure on the server

BaseX -> webapp ->

WEB-INF -> kalahMancala ->

controller.xq

common.xq

moveSeeds.xquery

MancalaTransformator.xsl

startScreen.html

static -> kalahMancala ->

startScreenStyle.css

gameScreenStyle.css

woodPattern.jpg