Development Manual For Cookie Byte's Hnefatafl

Setting up the environment:

The code base for this project consist of mainly Java so we use a Java IDE for development. You may use any IDE that you would like, but Eclipse is what is most commonly used in our team. In order to properly set up eclipse you may follow the steps indicated in the following link:
**https://www.ntu.edu.sg/home/ehchua/programming/howto/EclipseJava_HowTo.html**

Setting up GitHub:

If you don't already have a GitHub account you must go to https://github.com/ and create an account. Once an account has been created, you must ask a developer to give your account access to the **cs414-f17-301-cookie_byte** repository. You cannot continue onto the next step until access to that repository had been granted.
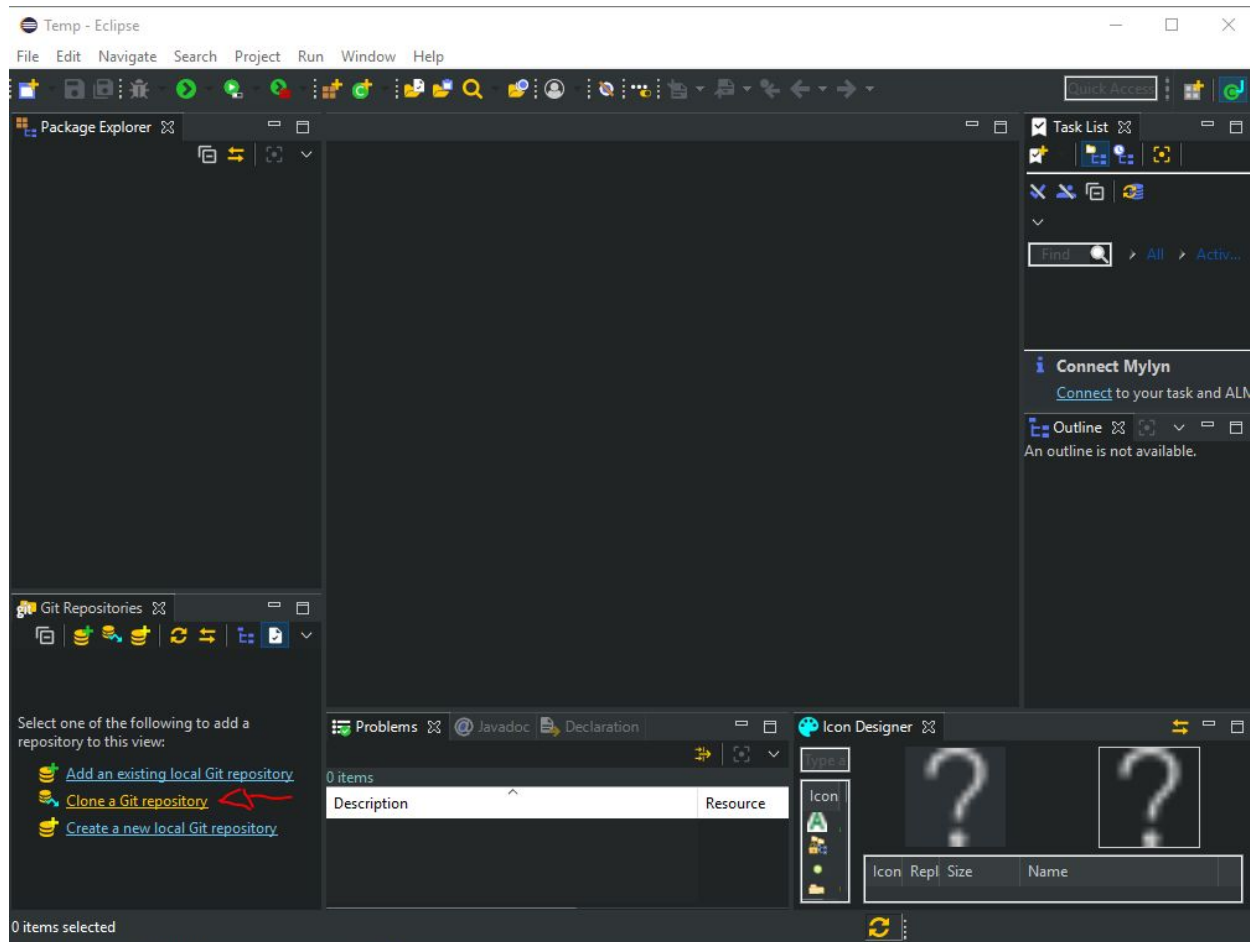
Setting up Eclipse with GitHub:

Once Eclipse has been installed and access to the cs414-f17-301-cookie_byte repository has been granted, you may start-up eclipse and do the following steps:

1. make the git repository view visible in Eclipse from the menu *'Window > Show views > Other > Git > Git Repositories'*
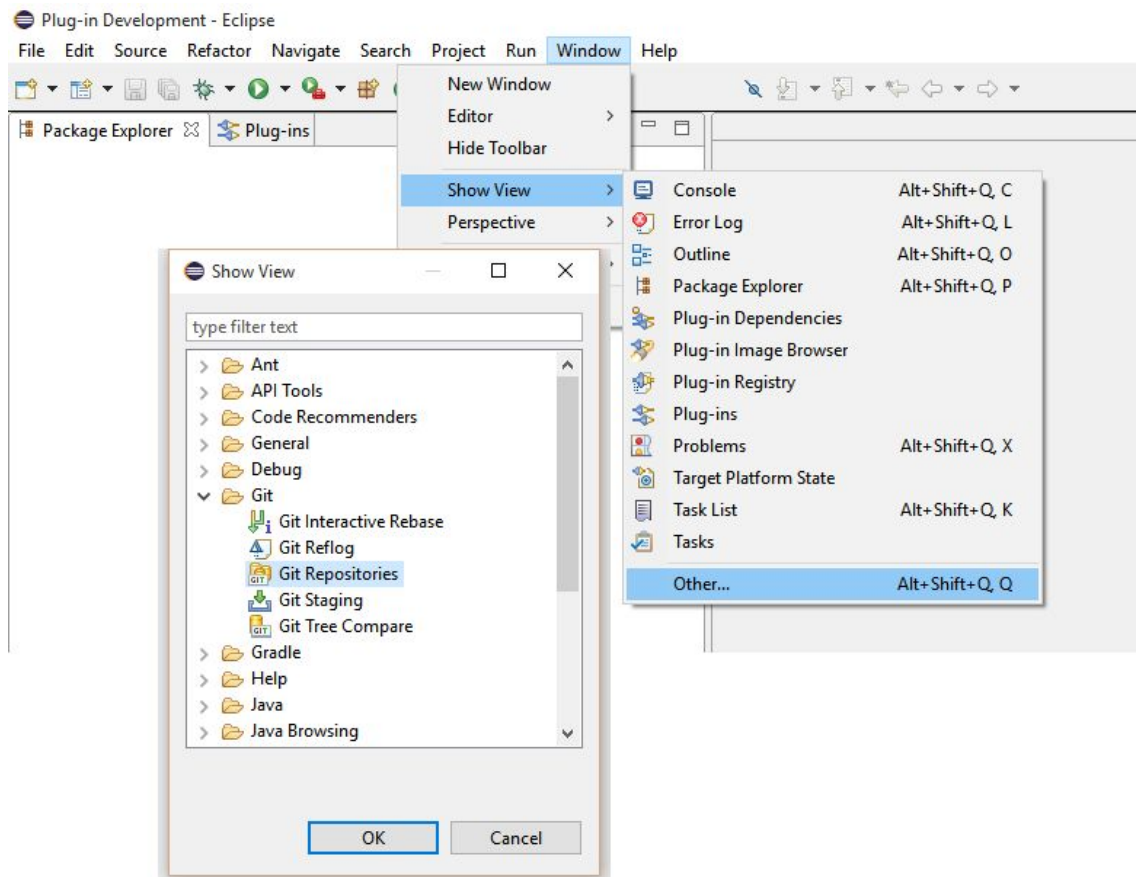
2. Click on "Clone a Git repository" in the new view

3. In the pop up window, enter the URI of the Cookie Byte Project repository (https://github.com/torrybr/cs414-f17-301-cookie_byte.git) and under Aunthetication enter your GitHub credentials.

Clone Git Repository

Source Git Repository
Enter the location of the source repository.

GIT

Location

URI:	s://github.com/torrybr/cs414-f17-301-cookie_byte.git
Host:	github.com
Repository path:	/torrybr/cs414-f17-301-cookie_byte.git

Local File...

Connection

Protocol: https

Port:

Authentication

User: mauriciomunozsc@gmail.com

Password: •••••••••

☑ Store in Secure Store

< Back   Next >   Finish   Cancel

4. Accept all the defaults and hit "Next" and "Finish" when available.
5. Next you will go to *'New > Java Project'* under the *File* tab in the Eclipse IDE.

Temp - Eclipse

File   Edit   Navigate   Search   Project   Run   Window   Help

New	Alt+Shift+N >	Java Project
Open File...		Project...
Open Projects from File System...		
Close	Ctrl+W	Package
Close All	Ctrl+Shift+W	Class
		Interface
Save	Ctrl+S	Enum
Save As...		Annotation
Save All	Ctrl+Shift+S	Source Folder
Revert		Java Working Set
		Folder
Move...		File
Rename...	F2	Untitled Text File
Refresh	F5	Task
Convert Line Delimiters To	>	JUnit Test Case
Print...	Ctrl+P	Example...
Import...		Other... Ctrl+N
Export...		
Properties	Alt+Enter	
Switch Workspace	>	
Restart		
Exit		

git Git Repositories ✕

▷ 🥟 > cs414-f17-301-cookie_byte1 [master] - C:\Users\mauri\git\cs414-

6. Uncheck the box *'Use default location'*. Then, click on *'Browse'* and use the treeviewer to browse the folder where you checked out the GitHub repository.
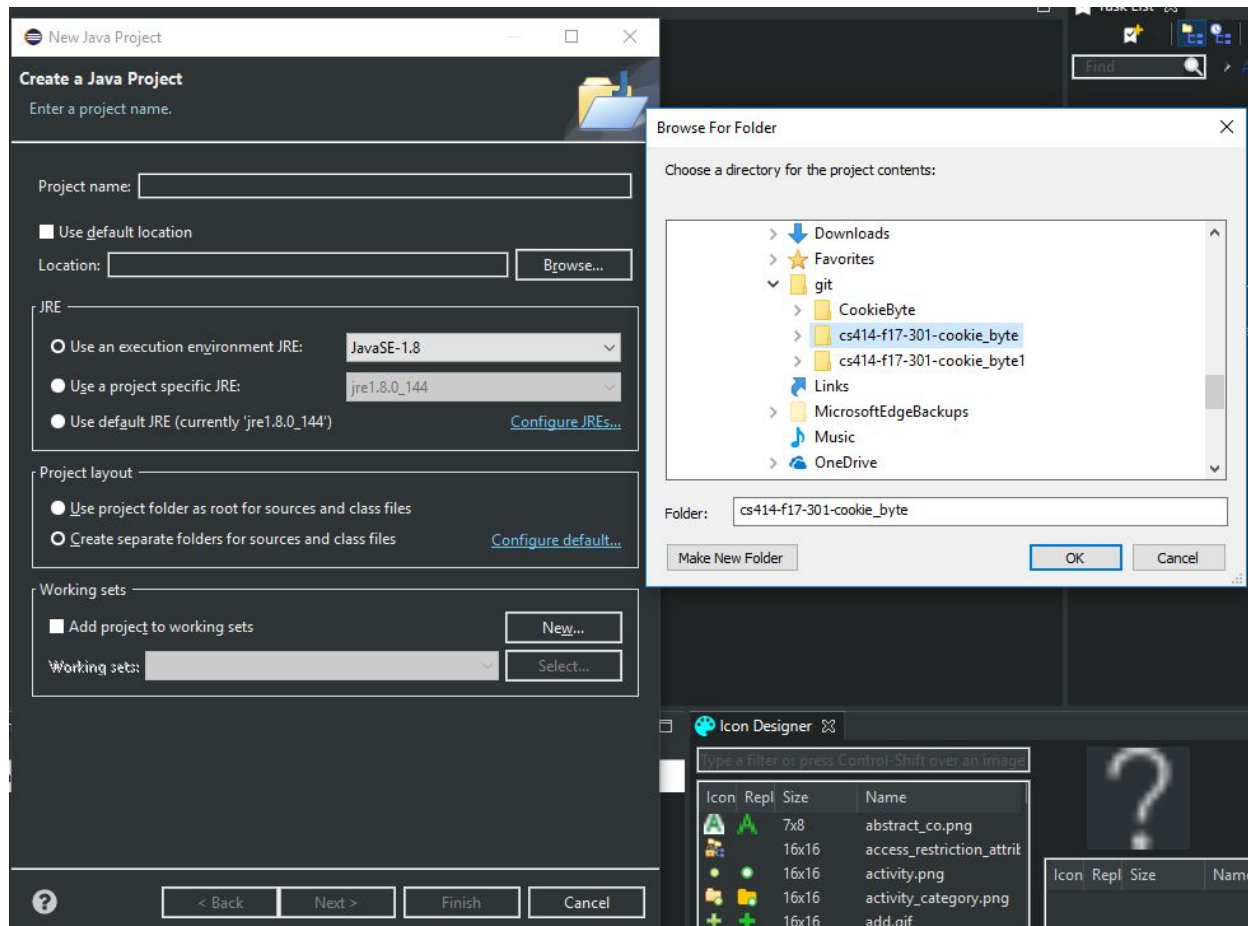
7. Click on "Finish"
8. Next, you will be required to create your own branch in which you will work. This is done by right clicking under the top folder for this project under "Package Explorer" and going to '*Switch To > Team > New Branch*'.
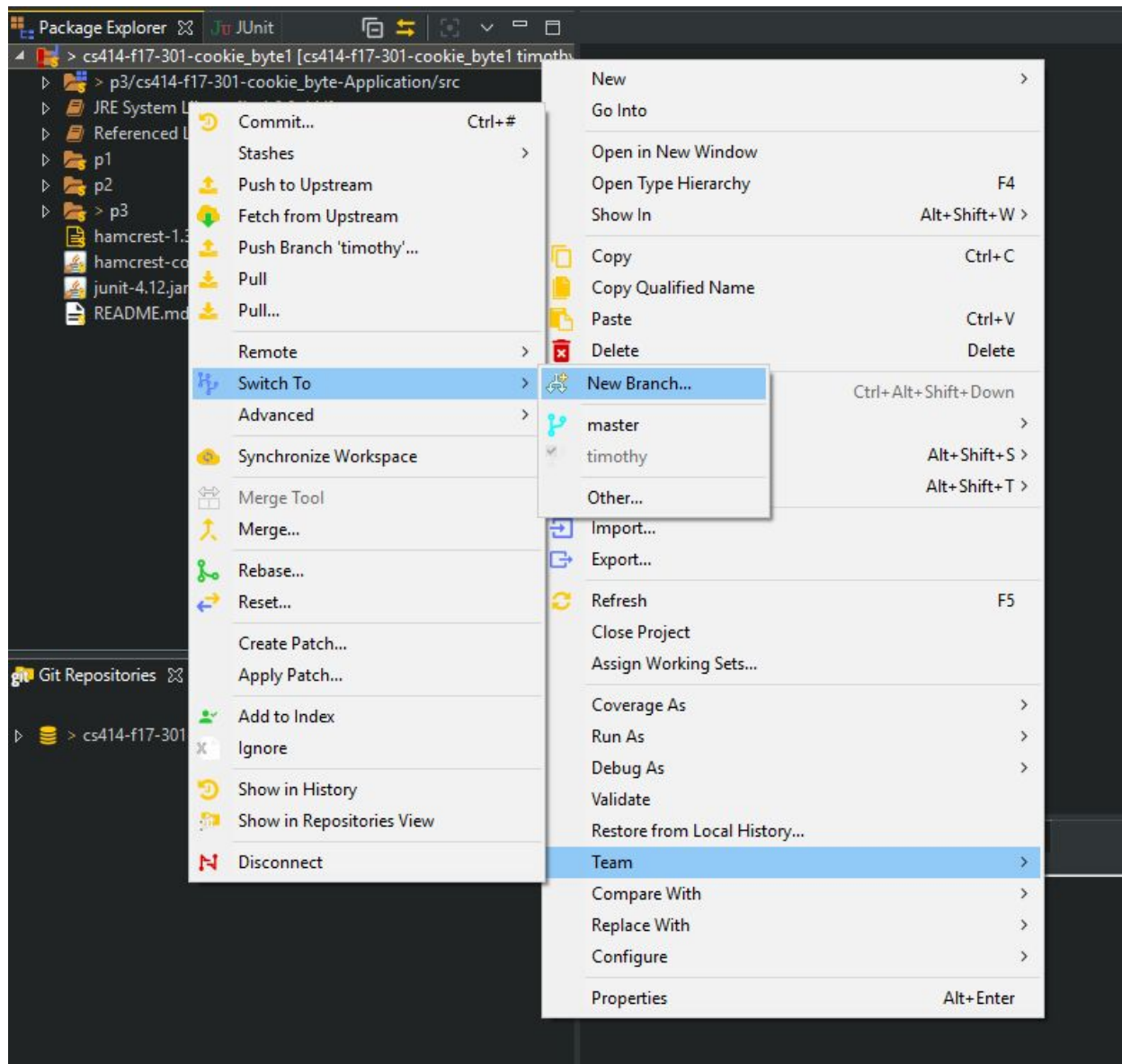
9. Choose the main branch as the origin and name your branch appropriately (who the branch belongs to and what it is for).
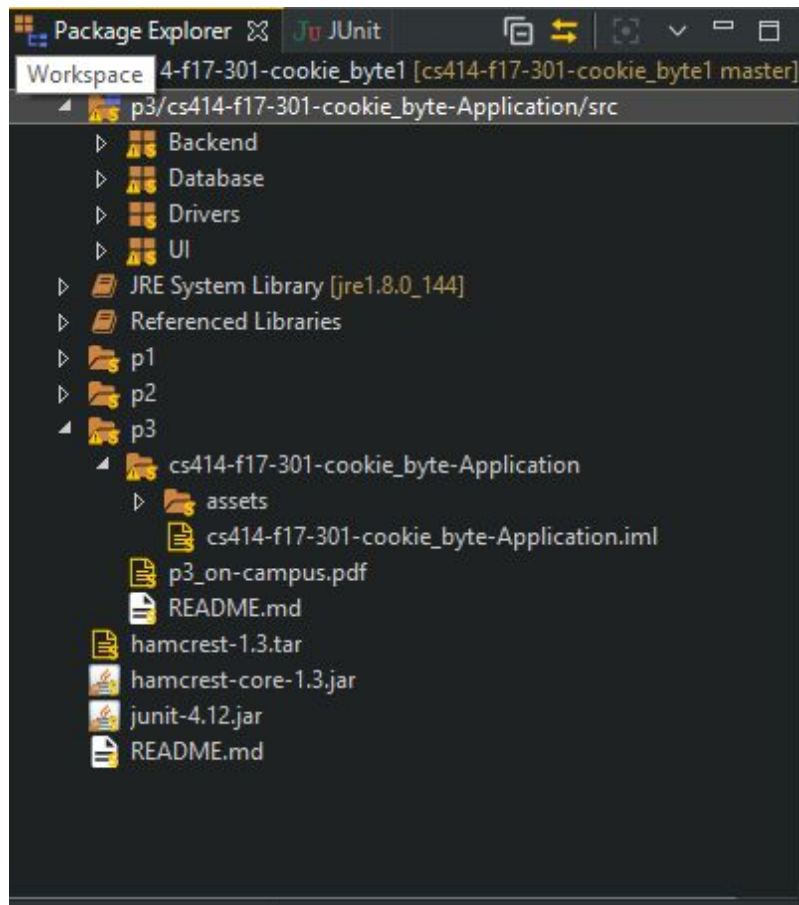
10. Click 'Finish'.Congratulations! You now have your development environment set and ready to go.

Maneuvering Around the Packages:

All source code for this project can be found under the p3/cs414-f17-301-cookie_byte-Application/src folder. The source code is packaged accordingly (ie. all of the database code is found in the Database package).

Running JUnit Test:

JUnit test classes can be located under the source folders where the source code is located as well. All test classes are named as 'Test*Class*.java'. You may run test classes individually to test classes individually or you may run 'TestAll.java' to run all test classes at once.
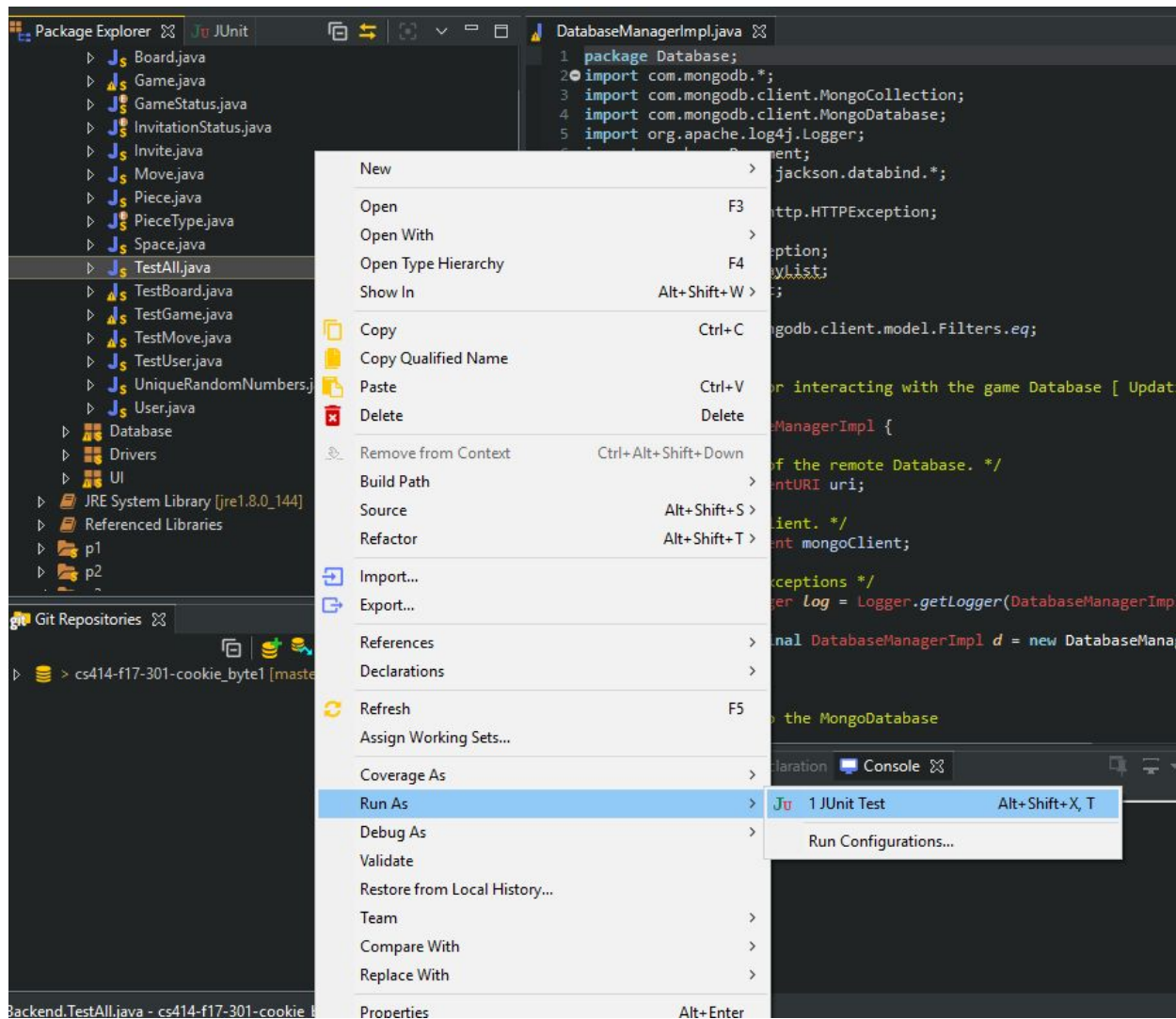
Running the game from the source code:

The game itself can be ran as a developer by running the 'Login.java' file which is located under the UI package.