Manifest documentation

Version 001

Name, format and location

The playfuel.mf file should be in the root directory of your jar file and is formatted using JSON. Be sure to run your manifest through http://jsonlint.com/ to be sure that nothing is malformed.

Initial example

```
{
"gamename":"Test game",
"settingsfactory":[
    {
        "input":"Integer",
        "defaultval":"5",
        "identifier":"players",
        "prettyname":"Number of players"
    },
    {
        "input":"String",
        "defaultval":"Heya",
        "identifier":"welcome_message",
        "prettyname":"Welcome message"
    },
    {
        "input":"Boolean",
        "defaultval":"TRUE",
        "identifier":"areyoupro",
        "prettyname":"Are you pro"
    }
],
"slotsettingsfactory":[
    {
        "input":"Integer",
        "defaultval":"1",
```

```
        "identifier":"team",
        "prettyname":"Team"
    },
    {
        "input":"Boolean",
        "defaultval":"TRUE",
        "identifier":"areyoupro",
        "prettyname":"Are you pro"
    }
],
"playfuelgameserverclass":"Testgame",
"playfuelgameclientclass":"Testclient",
"identifier":"Testgame0001"
}
```

Fields

gamename

This is the human readable name of the game, which will show up in the client GUI.

settingsfactory

A list of match-specific settings which will be decided by the lobby host.

input The data type of the setting. Data types currently supported: - Integer - String - Boolean

defaultval The default value for the option.

identifier A unique identifier, used to retrieve the setting.

prettyname Human readable name of the setting, shown in the client GUI.

slotsettingsfactory

A list of per-slot settings which will be decided by each player.

input   The data type of the setting. Data types currently supported: - Integer - String - Boolean

defaultval   The default value for the option.

identifier   A unique identifier, used to retrieve the setting.

prettyname   Human readable name of the setting, shown in the client GUI.

playfuelgameserverclass

Name of a java class which implements PlayfuelGameServer.

playfuelgameclientclass

Name of a java class which implements PlayfuelGameClient.

identifier

Unique identifier for your game and version