

To run my code, you can:

- enter the corresponding folder
- double click the “Server.jar”. Then a Processing sketch appears on the screen. Then you can see the game world has been created.
- double click the “Client.jar”. Then a game character appears on the sketch. you can control it through the client window.
- you can run the “Client.jar” several times to create multiple game characters. Each can only be controlled in their own client window.

Another way to run my code:

- all the codes are in the “src” folder
- import the source code with the exact file structures in the folder “CSC591_Project_3”.
- put the script folder in the same directory with the “src” folder created by eclipse.
- import processing. Details are in <https://processing.org/tutorials/eclipse/>.
- run “Server.java” in the “Network” folder.
- run “Client.java” in the “Network” folder.
- you can run “Client.java” several times to set up multiple game characters.

Specific details for Part 1:

The way you can control the game characters:

Note: All the user inputs should be input in the client. And all the letters are LOWER case

- press “p”: pause. You can pause any time, even in the recording or replay.
- press “u”: un-pause
- press “1”: slow the time (0.5x). You can change time speed anytime, even in the recording or replay.
- press “2”: normal time speed (1x)
- press “3”: accelerate time speed (2x)
- press “q”: start recording. If you press “q” again before ending recording. You will just restart the record and what you’ve recorded before will be lost
- press “w”: end recording.
- press “e”: start replay. You can “replay” several times as long as you have done the recording. “Replay” will display the “recording” you’ve lastly recorded.
- press LEFT: move left
- press RIGHT: move right
- press SPACE (i.e. “ ”): jump

Part 2,3:

Since you are familiar with how to play “Bubble Shooter” and “space invader”, I won’t say more than is needed here.