



Game Manual

Trumpeltier vs Sombreros

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Introduction

Trumpeltier vs Sombreros is a simple 1 v 1 game. One player plays Trumpeltier and the other plays Sombreros. Both teams have the goal to cross the line at the other base. You do that by placing your characters tactically on the 6 lanes in the game. If you manage to cross the line, you win.

Requirements

- This game is supposed to be played with 2 players so make sure you have somebody to play with
- Network connection (Both clients have to be connected to the same network)
- Mouse or other input device (touch screen)

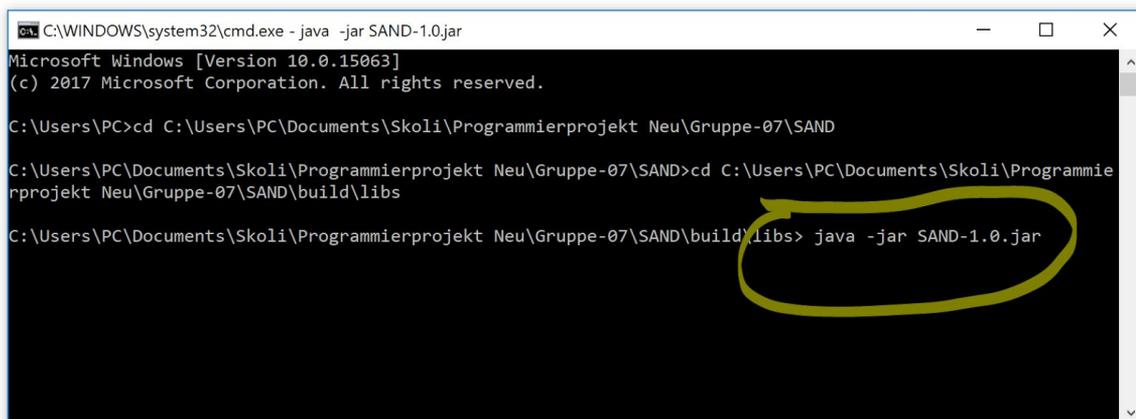


Game set up

Download & running the file

1. Got to www.trumpeltiervssvombreros.ch
Scroll down until you see the game file. (Just under the trailer Video)
Click on download
2. Extract the file to any folder you like
3. Open console
4. Navigate to the file folder
5. When in the folder, type this into your console:

java -jar SAND-1.0.jar



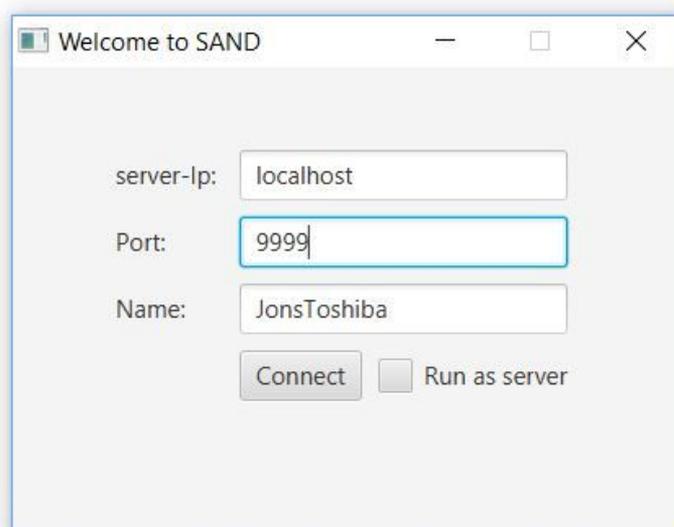
```
C:\WINDOWS\system32\cmd.exe - java -jar SAND-1.0.jar
Microsoft Windows [Version 10.0.15063]
(c) 2017 Microsoft Corporation. All rights reserved.

C:\Users\PC>cd C:\Users\PC\Documents\Skoli\Programmierprojekt Neu\Gruppe-07\SAND

C:\Users\PC\Documents\Skoli\Programmierprojekt Neu\Gruppe-07\SAND>cd C:\Users\PC\Documents\Skoli\Programmie
rprojekt Neu\Gruppe-07\SAND\build\libs

C:\Users\PC\Documents\Skoli\Programmierprojekt Neu\Gruppe-07\SAND\build\libs> java -jar SAND-1.0.jar
```

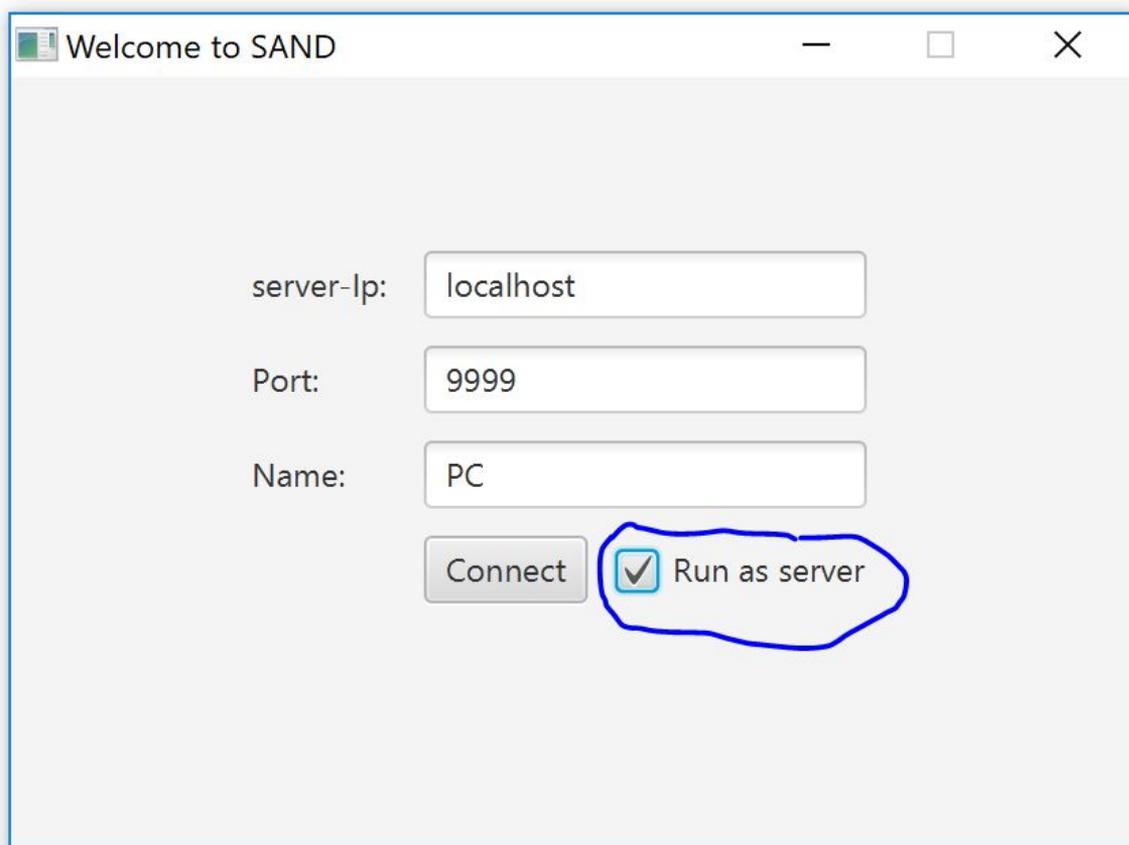
6. Press Enter, this window will open up:



Set up a server

Before you can play the game, you have to set up a server or connect to a server. If somebody on your network has already set up a server you can skip this part and go directly to the next page. Also important is to never close the console.

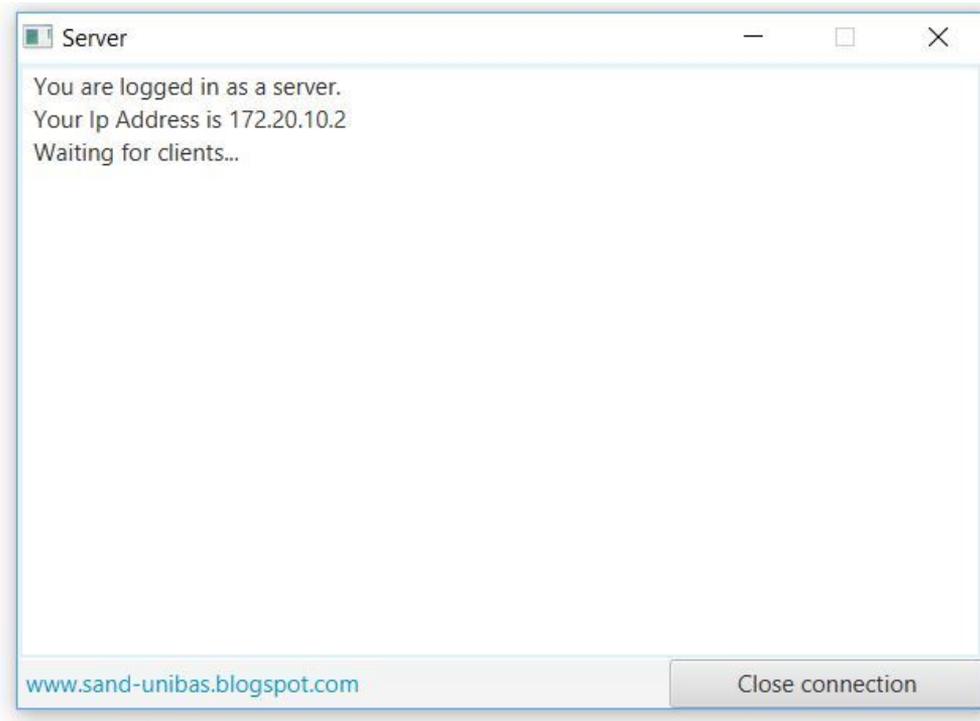
To set up a server you can just leave the default values as they are, click the checkbox "Run as server" and click connect. If it doesn't work you will get an error message telling you what to change. For example if the port number is already in use, try another 4 digit number. The name doesn't matter when setting up the server.



The screenshot shows a window titled "Welcome to SAND" with a standard Windows-style title bar (minimize, maximize, close buttons). The window contains a form with three input fields and two buttons. The first field is labeled "server-ip:" and contains the text "localhost". The second field is labeled "Port:" and contains the text "9999". The third field is labeled "Name:" and contains the text "PC". Below the fields are two buttons: "Connect" and "Run as server". The "Run as server" button has a checked checkbox next to it and is circled in blue. The "Connect" button is disabled (greyed out).

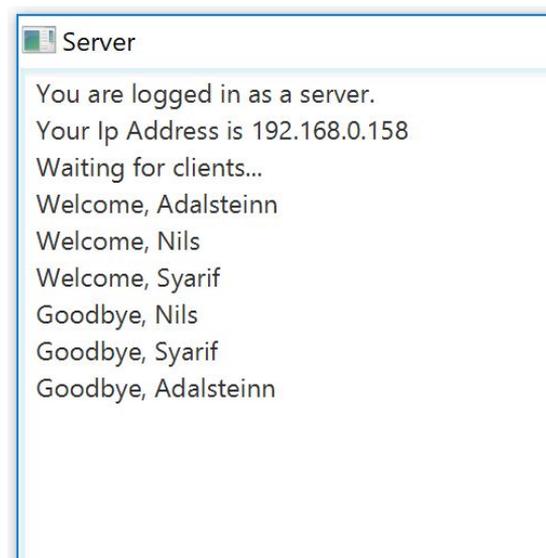
server-ip:	<input type="text" value="localhost"/>
Port:	<input type="text" value="9999"/>
Name:	<input type="text" value="PC"/>
	<input type="button" value="Connect"/> <input checked="" type="checkbox"/> Run as server

Once you connected you should see this window:



Here you can see your Ip Address, you will need that to connect the clients to your server. So copy it and send it to your friends you want to play with.

In this window, you will also see when a client connects to your server or disconnects.



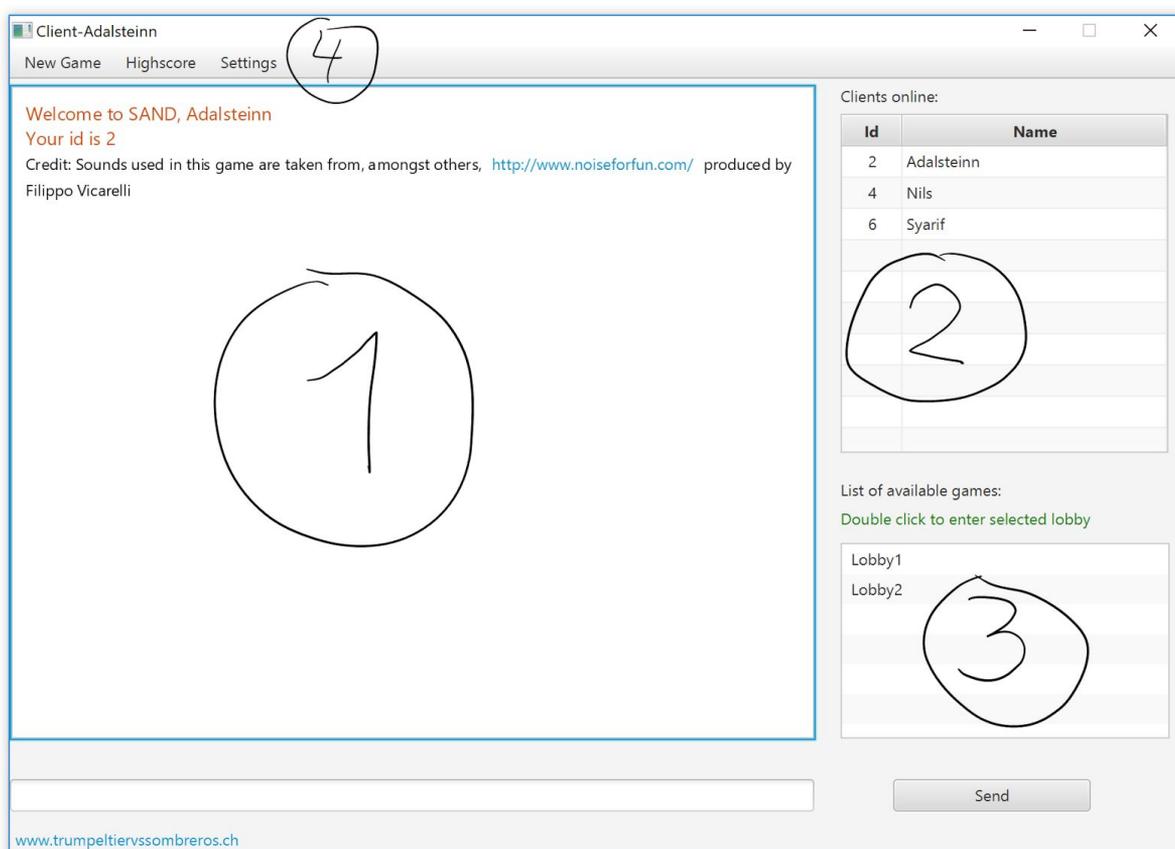
Connect to a server

1. Run the jar file again with your console. Now the login window should open up. There you see 3 text fields.
2. Name: Write your name in the name field.
3. Port: Use the same port number that was used when setting the server up. (Usually 9999)
4. Server Ip: Get the server Ip from the Server, if you set up the server just copy paste it here, if your friend set it up ask him about the Ip address.
5. Click “Connect”
6. Now you enter the main lobby (see next page).



Lobby

Now you are in the lobby. Here you can do many different things like the chat (1) window, the list of available clients (2), the gamelist (3) and the Menu bar (4) with all of the settings and highscore.



Chat:

To send something in the chat you simply type it in and press *Enter* or click *send*. Your messages will be green and the messages from other clients will be blue.

Whisper Chat:

If you only want to send a message to a specific client, so that only he can see it you click *Settings* and then *Whisper mode*. Then you type in the Id of the client you want to whisper to and send it. To exit the *Whisper mode* click on *settings* again and then on *leave Whisper mode*.

Highscore:

Click *Highscore* and then *show highscore to see the highscore*.

Change username:

If you want you can change your username if you click *Settings* and then *Change username*.

Watch the intro:

Click *Settings* then click *Show intro*.

Join a game:

Double click on an existing game in the game list to join.

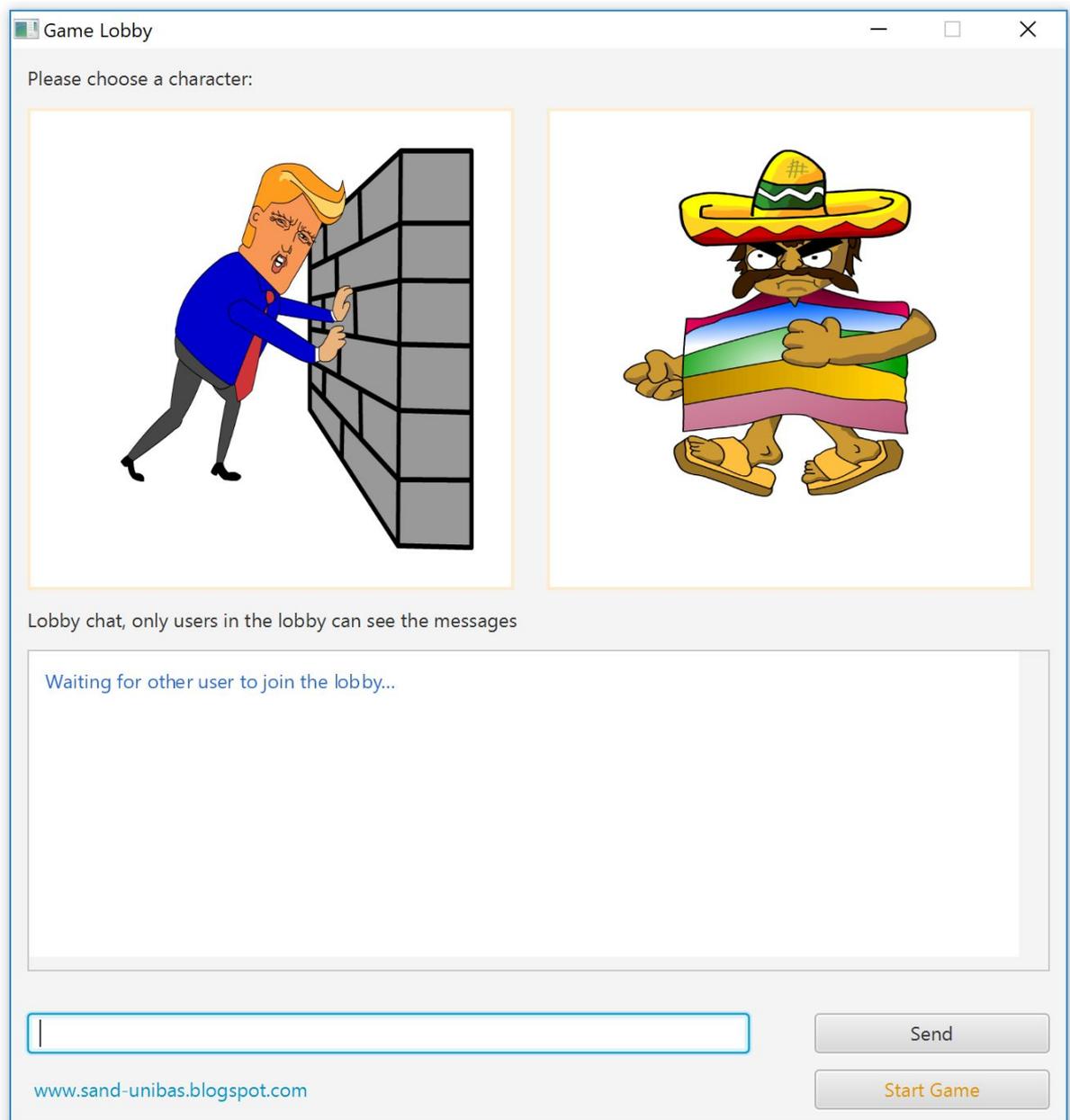
Starting a new game:

Click *New Game* then *Create lobby*. Then you can give it a name and click *Ok*.



Choosing a team

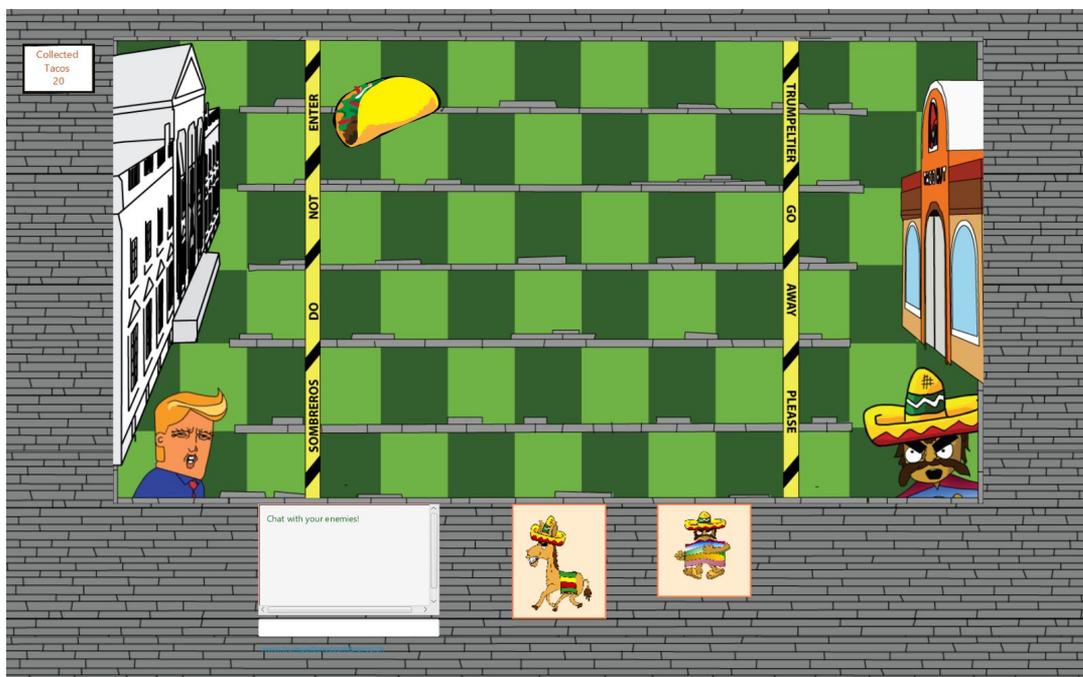
Now you can choose a team by clicking on the image you want. If your character starts to move you know that you have selected it. When you are ready click start game. The game will start as soon as both of you have clicked *Start Game*.



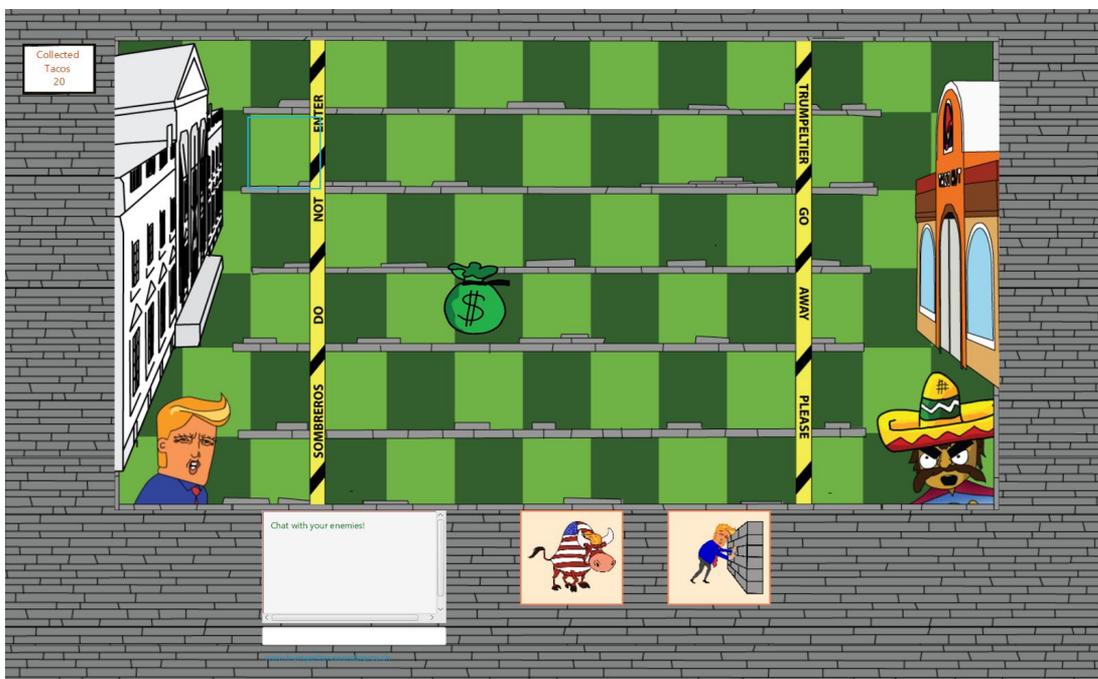
Playing the game

Game Window

When both clients have clicked *Start game* you should see this window if you choose *Sombreros* as team:



This window if you chose *Trumpeltier*:

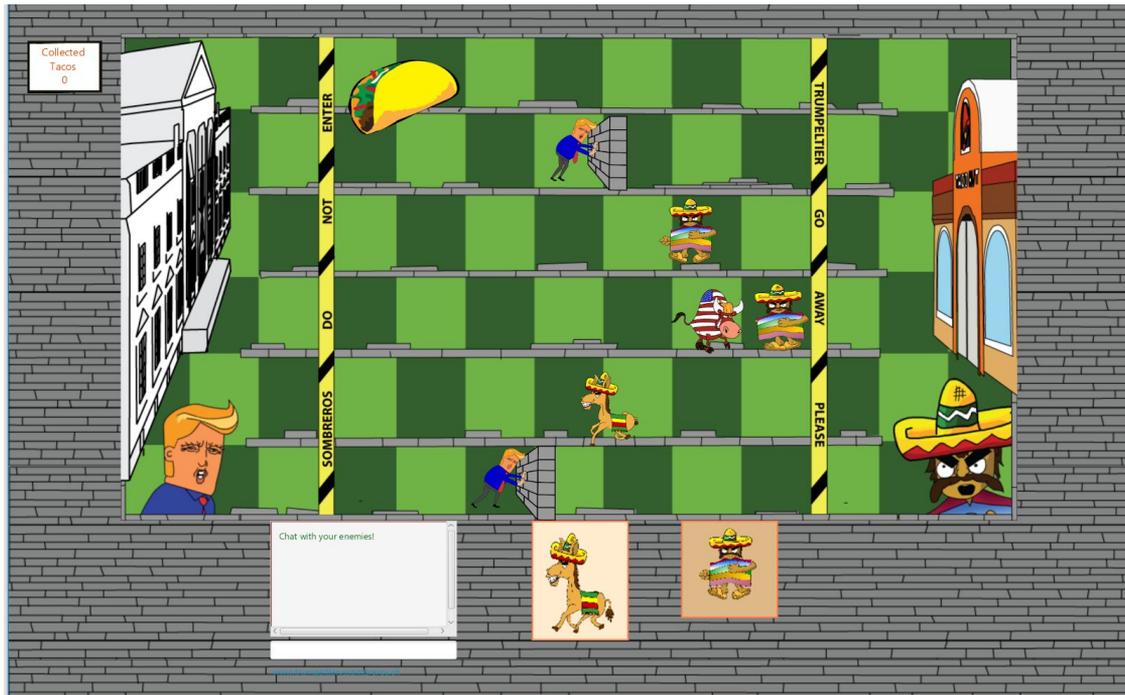


Getting resources

The icon (Sombreros: Taco, Trumpeltier: bag of money) you see moving around on the screen are your resources to buy the characters. You have to click them. On the left top corner (4) you can see how much you have left. If you don't have any left you can't spawn more characters.



Game in action



Here you see how a running game could look like. It is important to use your resources efficiently if you want to win the game

Win the game



You win the game by crossing the yellow line at the enemy's base.



Technical support

Use our contact form on our website:

www.trumpeltiervssombreros.ch

