

2 Running

The server can be built using `ant server-jar` and the client with `ant client-jar` from within the topmost dooom directory (with `build.xml`).

The server can then be run using `java -jar jar/dooom-server.jar`. If you wish to specify a different port, you may do so using the `-p` option; a different map can be specified with `-m` (necessary if a `maps/default.map` is not reachable from your current directory).

The client can be run using `java -jar jar/dooom-client.jar`. If you have specified a different port for the server, you will need to give this port to the client as well; this can be done with the `-p` option. If the server is running on a different host, specify that host with `-h`. If you wish to specify a username other than the default 'Player #', specify it with the `-n` option.

Running either program with invalid arguments will print out a usage message.

3 Critical Analysis

I was going to add graphics, but decided I liked the look of the characters better, appropriately styled.

I later removed the buttons from the client GUI, as they were inconvenient to use, and replaced them with keybindings; the server GUI had a control panel added, as per one of the optional modules in the coursework spec. As I did not implement attacking, I did not bother to add the health meter.

I could have added more unit tests, and I forgot about this documentation, so it is quite rushed.

4 Acknowledgements

As in CW1.
