

1 Compiling

The code can be compiled by running `ant jar`. This will produce a `.jar` file in the `jar` directory. Other interesting tasks available to `ant` include:

- `ant cls` will produce class files in the `cls` directory.
- `ant doc` will produce HTML JavaDoc API documentation in the `doc` directory.
- `ant test-report` will run the unit tests and write human-readable HTML output to the `report/test/html` directory.
- `ant coverage-report` will instrument the class files and report coverage statistics for the unit tests to the `report/coverage/html` directory.

2 Running

Once you have a `jar`, it can be run with the `java -jar jar/doom.jar` command. Provide a path to a map as a command-line argument to have it read a custom map; by default it will attempt to read `maps/default.map`. You may specify one of `-h` or `-b` to introduce a human or a bot (respectively) to the game; specifying neither is the same as specifying both.
