To setup my capstone project you first need to decide what you will be doing with it. If you are setting up to edit the actual unity project and server project see the following paragraph. If you are setting up to just play/demo the game see the last paragraph.

To setup for alteration of the actual unity project you will need to install the full project first. The server files are available on the my code page along with the client files but the full unity project is too large to store on the website so you will need to contact myself or Dr. Diederich for a copy. Once you have the server files you will just need to add them into a C# .NET project. If you change any of these files you will need to publish that project and store it on compsci04 or whatever server you are running it on (if you are running it on a different server you will have to change the server address in the client side Client object). If you change the server project you will need to upload that published version to compsci04 and run the command found in the next paragraph altering the .dll so it matches your project name and the location so its in the place you stored the publish. For the Unity project you first need to install Unity. Once installed, open Unity and then click the large Add button on the top of the window and navigate to the folder labeled capstone inside of the Capstone_Unity_Project folder and select it. This should add the project to your Unity dashboard so that you can open it and edit it. If you edit the project you can run it in the editor or you can build and distribute it to try it on multiple machines (as long as the server is online).

To play the game you first need to download the Capstone_Build.zip found on the my code page then unzip it. Next log into compsci04 and navigate to /home/shepjc/Capstone/publish and run the command: dotnet --roll-forward Major Capstone_Networking_Project_Test_0.dll . Do not include the last period that is just for grammar's sake. Now that the server is online you can navigate to the unzipped Capstone_Build folder and click the executable labeled Capstone. You will likely receive a few messages asking if you trust the files during this process and you should click yes. If windows does a popup that says something like 'This file could be dangerous' then click the show more link and the run anyways button should appear. The game will then launch and you will be able to connect to the server. You can leave the server open 24/7 by putting nohup in front of the command to start the server but make sure to get the pid so you can shut it down when you are finished.