

How to Play Wizard in Java

Step 0: Build Jar File

To build a jar file and JavaDoc, use the following command:

For Mac/Linux: `./gradlew build-cs108`

For Windows: `.\gradlew.bat build-cs108`

Step 1: Launch the Client

- i. Open your terminal (command prompt or shell).
- ii. Navigate to the directory where the game client executable or JAR file is located.
- iii. Run the following command to start the client:

```
java -jar <jarName.jar> client <host>:<port> <username>
```

Where **<host>** is the address of the server,

<port> is the port the server is running on

and **<username>** is your chosen username (this optional and if it's not provided, the system will use your computer's name).

- iv. Run the following command to host a server:

```
java -jar <jarName.jar> server <port>
```

Example: `java -jar Wizard.jar client localhost:8090 Daniel`
 `java -jar Wizard.jar server 8090`

Step 2: Join or Create a Lobby



Create or Join a Lobby by using these buttons in the Menu

- i. To create a new lobby type the following in the terminal:
`!LOCR;LobbyName;`
- ii. To list existing lobbies, use:
`!LOLI`
- iii. And lastly to join a existing lobby you can use the command:
`!LOJO;LobbyName;`

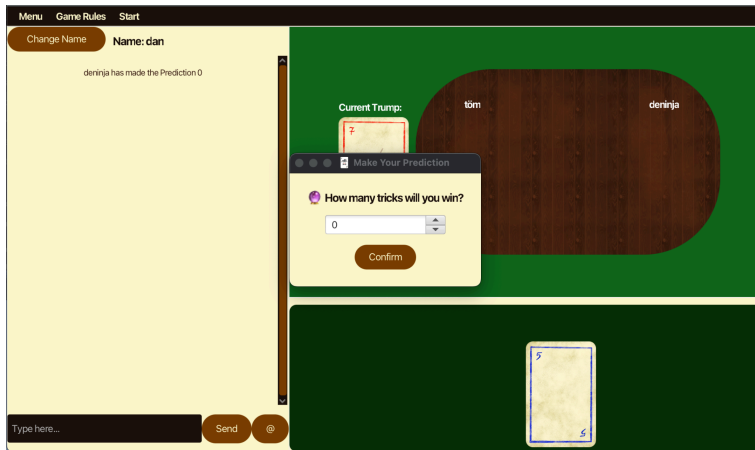
Once (all players are) logged in and connected to a lobby, the game can be started by using the command: `!STGA;`

Example:

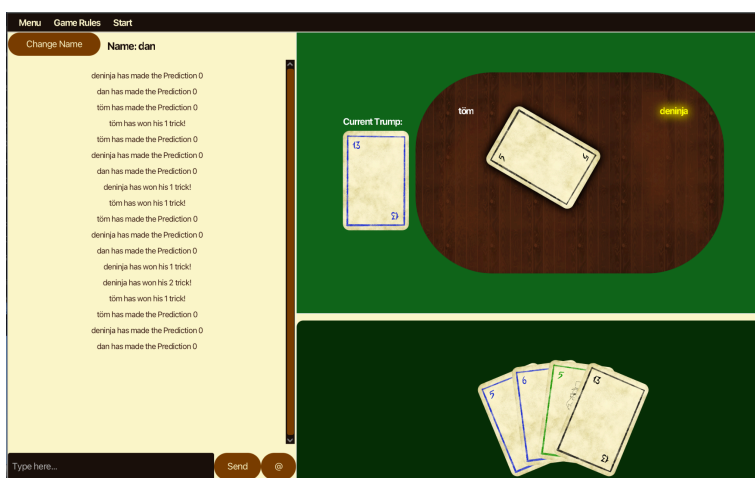
1. `!LOCR;Basel;`
2. `!LOJO;Basel;`
3. `!STGA;`

Step 3: Playing the Game

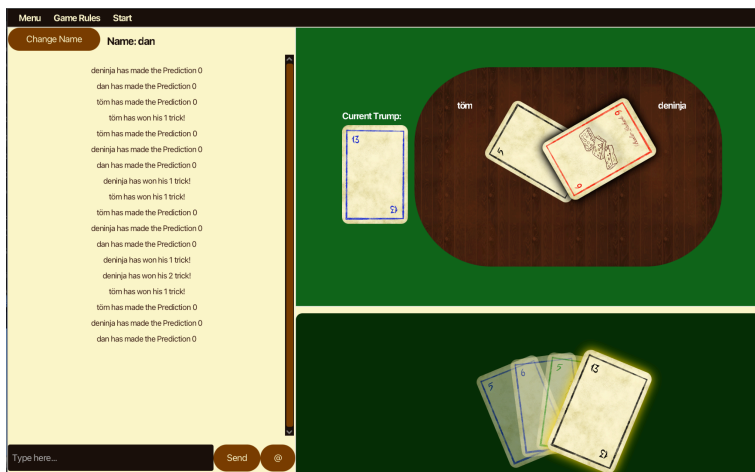
Once all players are in the Lobby, start the game with the button in the Menubar. The menubar can also be used to go back to the menu, see a list of highscores and the view the game rules.



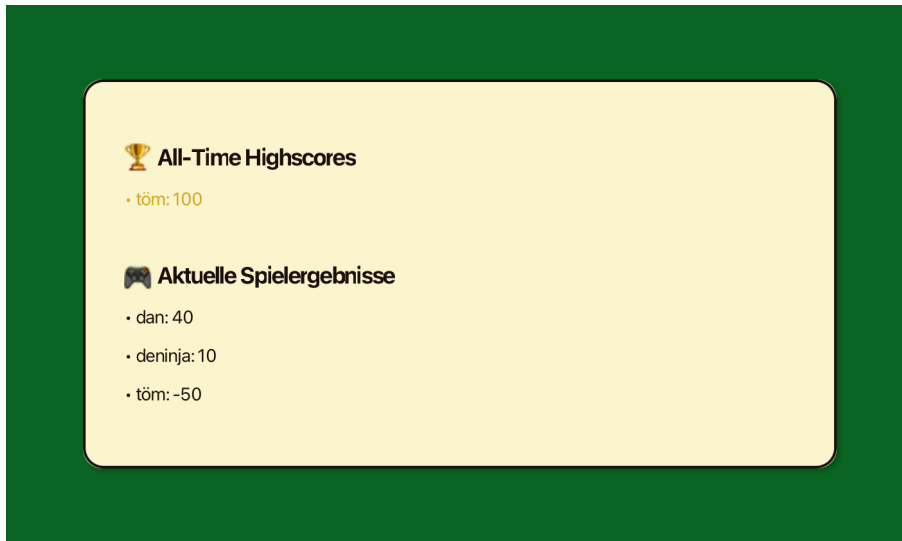
Make a prediction by using the arrows and pressing Confirm or by entering a Number and pressing Enter.



Glowing Names indicates whos turn it is.



When it's your turn, all playable cards will be highlighted, unplayable cards become slightly translucent.



After each round the Scoreboard is shown.

In the Terminal:

A) Make a Prediction

At the beginning of each round, you will be asked to make a prediction about the number of tricks you expect to win. Just type in the amount you predict.

Example: 1 will predict 1 trick for the current round.

B) Play a Card

When it's your turn, the server will prompt you with the cards you can play and you respond with the corresponding index of the card (careful it starts at 0!)

Example Server Output:

Spielbare Karten: GREEN:3:NUMBER, GREEN:6:NUMBER, NONE:0:WIZARD Bitte wähle eine Karte aus deiner Hand (Index 0 - 2):

To play a card just enter the index number, in this case I want to play the Wizard, so I would type:

2

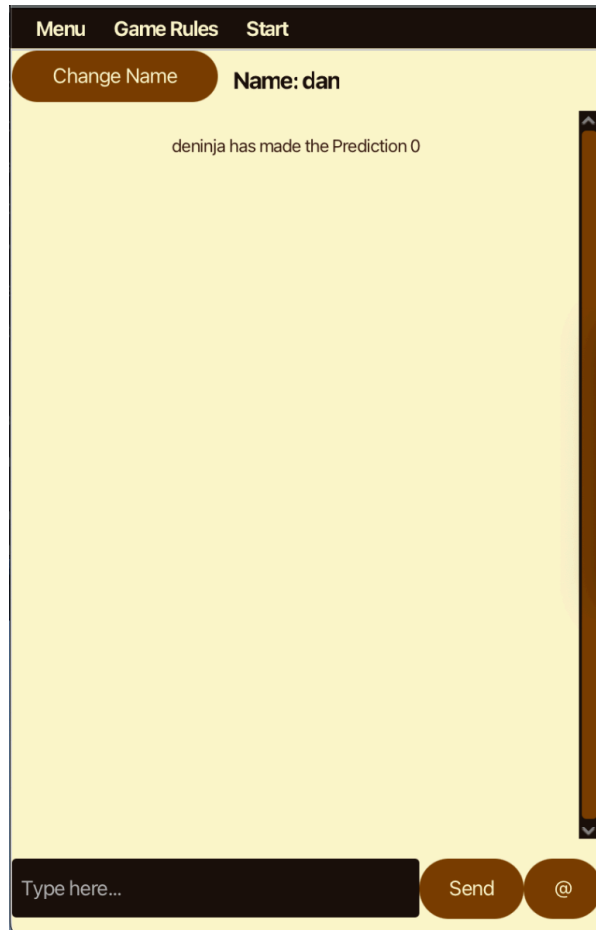
C) Chat Message

You can send chat messages during the game. Just type your message without a ! at the beginning. Use @All or @Username to send a message to everyone connected to the server (broadcast) or to a single person (whisper) respectively.

Example: Let's play! (message is sent to everyone in the lobby),

@Töm well played (only to user "Töm")

@All hello everyone! (to everyone in the server)



The chat is on the left side of the GUI. Use @ Button to Broadcast (All) or Whisper (individual name). Use Send or Enter to send a message.

Step 4: Exiting the Game

To exit the game and disconnect from the server, simply type:

QUIT

This will disconnect your client from the server and close the application.

Game Commands

Below is a list of commands that the client can use to interact with the server. Every command must start with **!** to be treated as a command, else it will be treated as a chat message. (Some of these commands are automatically sent in this format, however the user can type in a simpler version (all stated above in the manual)).

Command	Argument	Meaning	Example	Server Response
!NAME	<String>name	NAME	!NAME;Bebbi;	Username set to: Bebbi
!PLCA	<Card>name	PLay CArd	!PLCA;BL01;	Player Bebbi has played the card: BL01
!MESG	<String>message	MEsSaGe	!MESG;Hello World;	Message received: Hello World
!LOCR	<String>lobbyName	LObby CReate	!LOCR;BASEL;	Lobby BASEL created
!LOLI	-	LObby LIst	!LOLI;	Available Lobbies: Lobby BASEL
!LOJO	<String>lobbyName	LObby JOin	!LOJO;BASEL;	Successfully joined lobby BASEL
!STGA	<String>lobbyName	STart GAme	!STGA;BASEL;	Starting game for lobby BASEL
!MAPR	<Integer>prediction	MAke PRediction	!MAPR;1;	Prediction set to 1

Kartenspiel Wizard - Spielregeln (Deutsch)

Spielübersicht

Wizard ist ein Stichspiel für 3-6 Spieler, bei dem es darum geht, die Anzahl der eigenen Stiche in jeder Runde genau vorherzusagen.

Ziel des Spiels

Punkte sammeln, indem man genau so viele Stiche macht, wie man angesagt hat.

Spielmaterial

- 60 Karten:
- Zahlenkarten 1-13 in 4 Farben (rot, schwarz, grün, blau)
- 4 Zauberer (W, gelb)
- 4 Narren (J, gelb)

Spielverlauf

Das Spiel geht über mehrere Runden. In Runde 1 erhält jeder Spieler 1 Karte, in Runde 2 zwei usw. Am Anfang jeder Runde wird die oberste Karte des Stapels aufgedeckt - sie bestimmt die Trumpffarbe:

Im Fall eines Wizard wird der Trumpf vom Startspieler gewählt

Im Fall eines Narren es gibt keinen Trumpf

Im Fall einer Zahl, ist dessen Farbe Trumpf

Danach sagt jeder Spieler reihum an, wie viele Stiche er machen will.

Spielregeln beim Ausspielen

- Der Startspieler beginnt
- Farbzwang: Die angespielte Farbe muss (wenn möglich) bedient werden - Trumpf sticht andere Farben
- Wizard sticht alles (auch Trumpf)
- Narr sticht nichts
- Erster Wizard gewinnt den Stich
- Nur Narren → erster Narr gewinnt

Kartenrangfolge (hoch nach niedrig)

1. Wizard
2. Trumpf (13-1)
3. Bediente Farbe (13-1)
4. Narr

Punktevergabe

- Richtig angesagt: 20 Punkte + 10 Punkte pro gewonnenem Stich
- Falsch angesagt: -10 Punkte pro Abweichung

Beispiel:

Ansage 2 Stiche, Ergebnis 2 → 40 Punkte

Ansage 2, Ergebnis 4 -> -20 Punkte

Spielende

Nach der letzten Runde gewinnt der Spieler mit den meisten Punkten.