

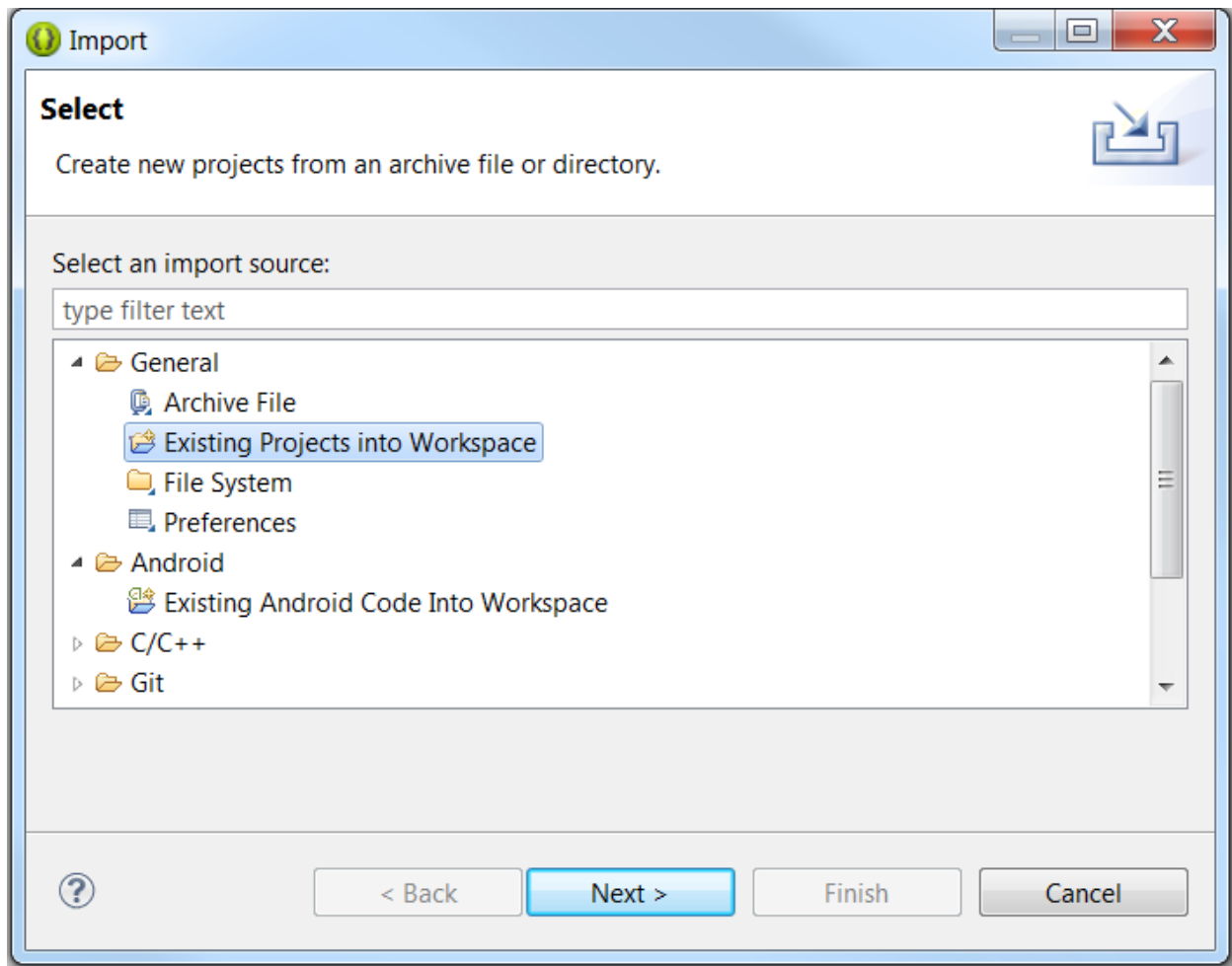
Introduction

Since the prototype has been developed as a rapid prototype, the ability of configuring the map object and the server configuration at runtime is not implemented. This means that it will require some “coding” to get the game up and running.

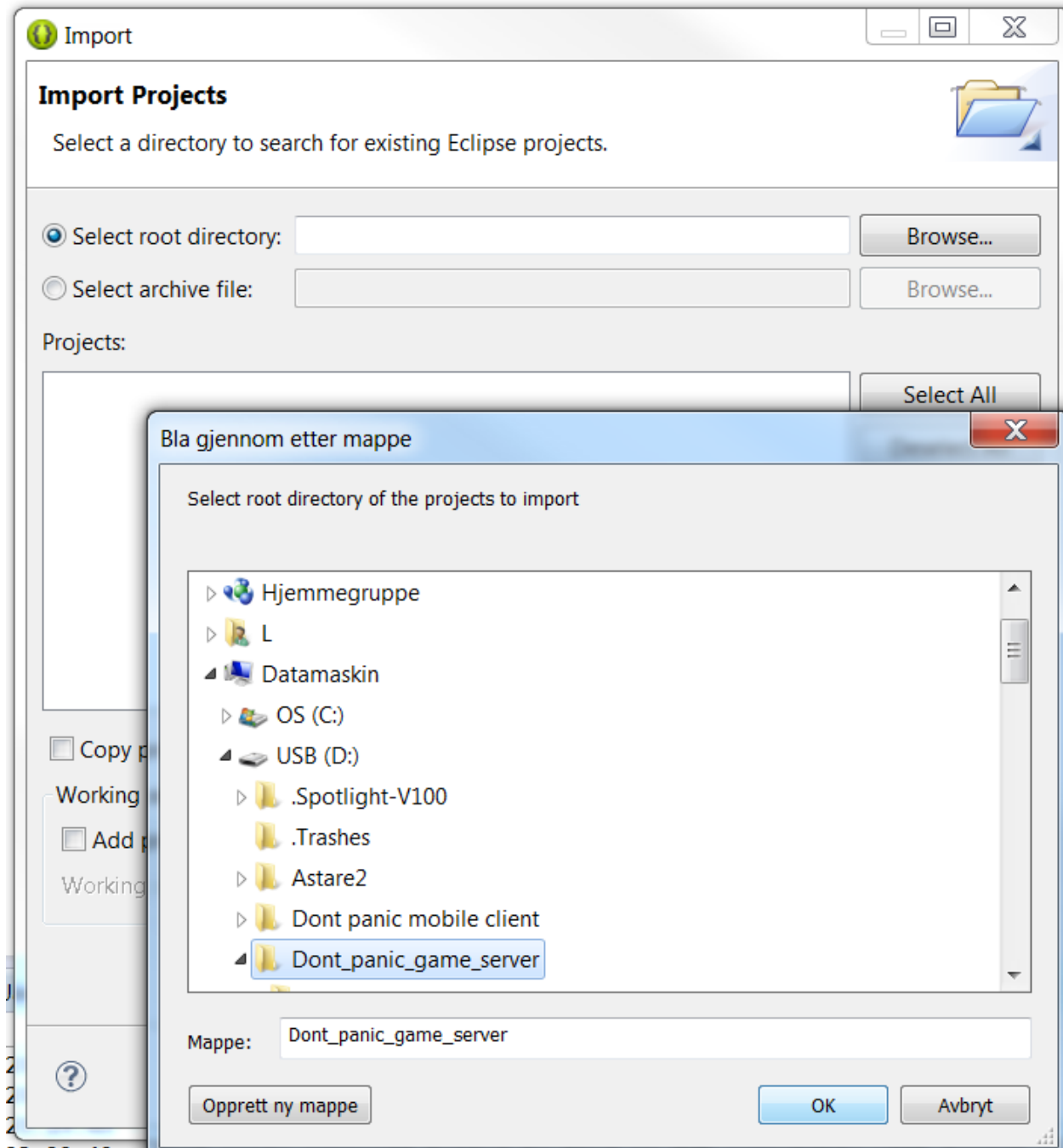
Before starting this, please follow the client install instruction first!

Importing the server project

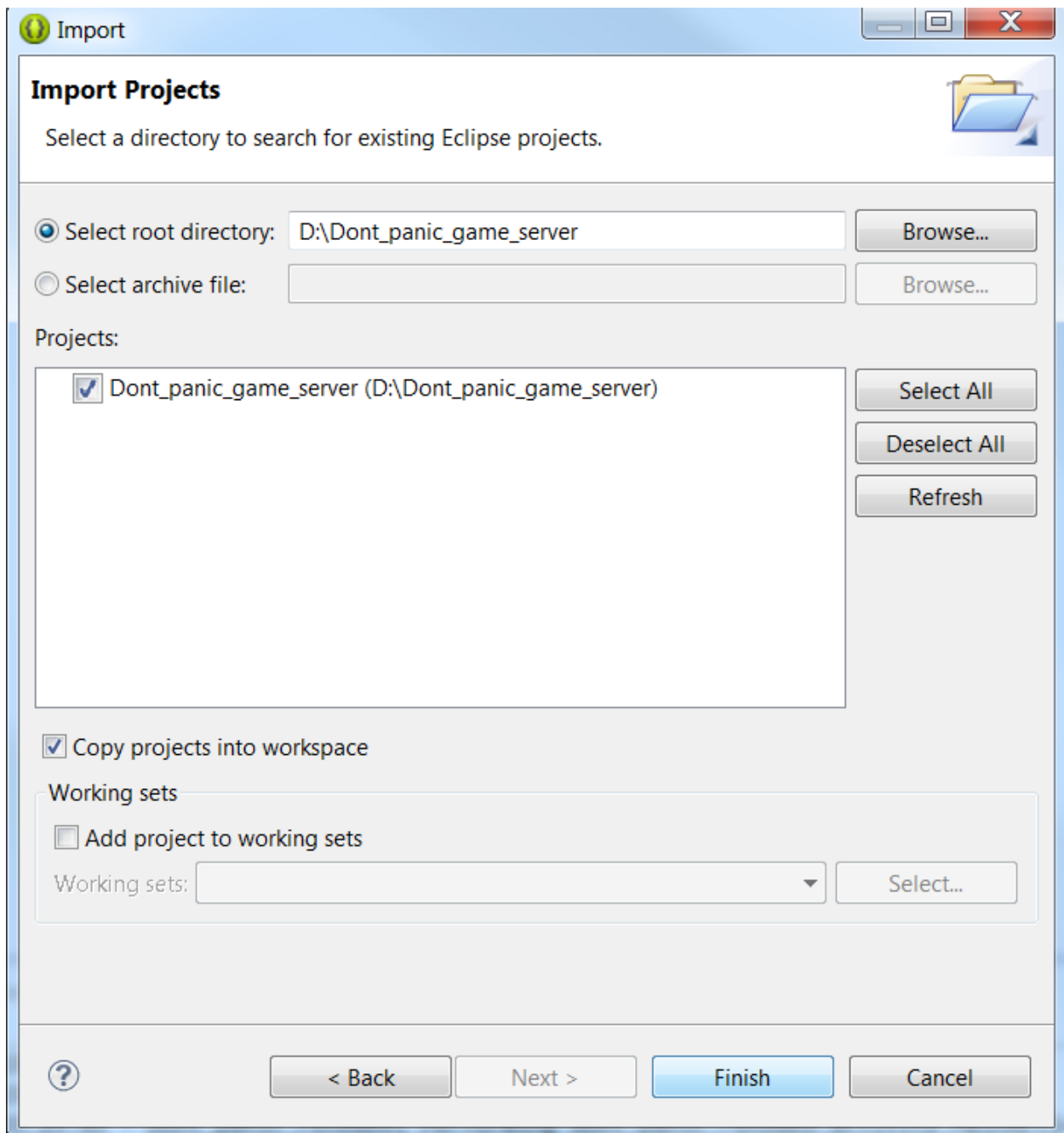
Go to file->import



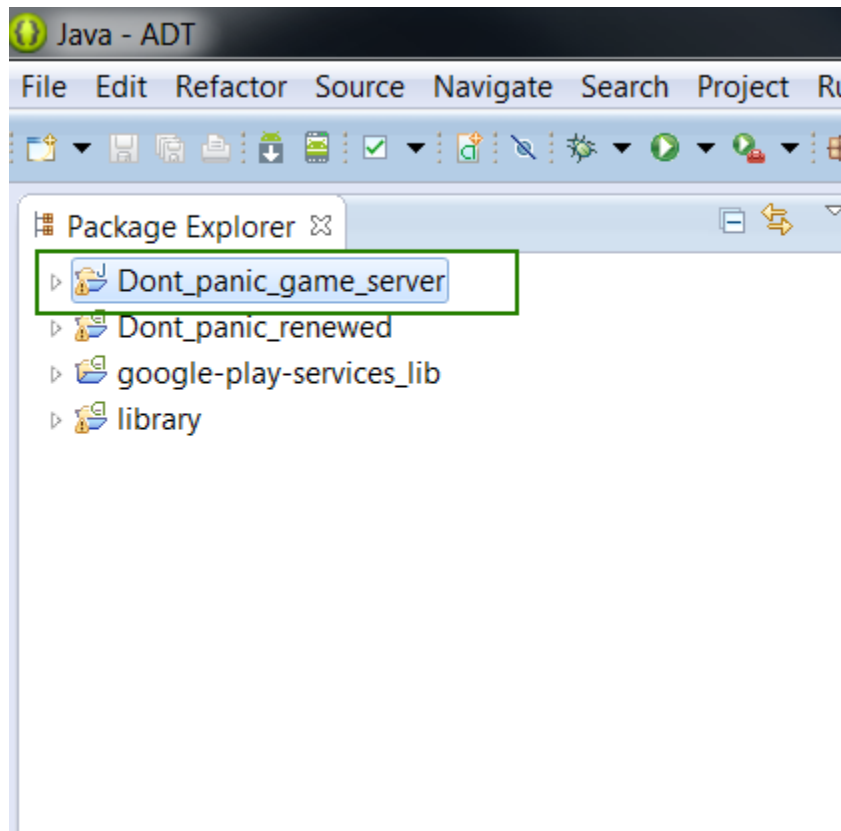
This time, we want to select the option under the “General” folder!



Select the "Dont_panic_game_server" folder

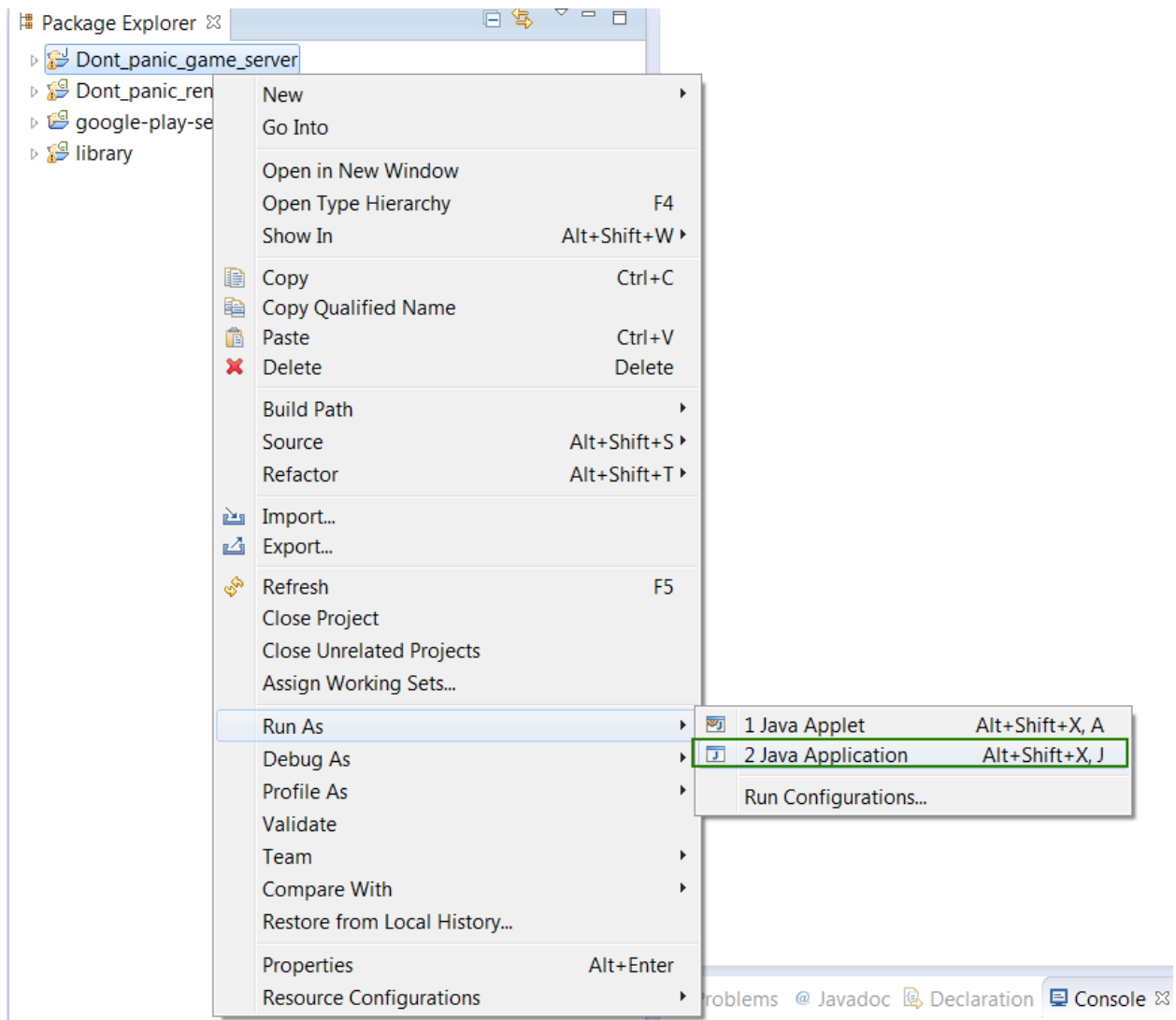


Make sure it looks like this, and then press “Finish”



The project should appear in the package explorer.

Running the server



To run it, simply right click the project and select “Run As”-> “Java Application”