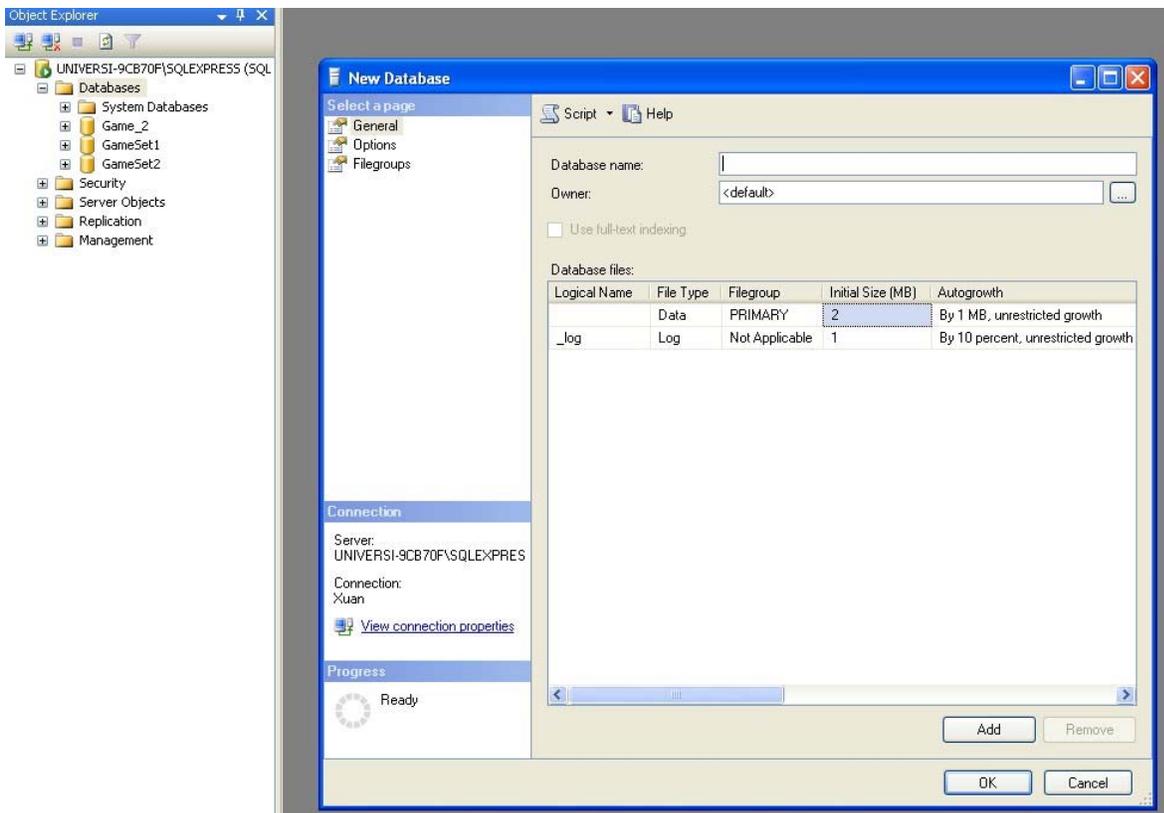


Host computer

1. Choose a desktop in your lab as the host computer.
2. Install “Microsoft SQL Server Management Studio Express”
3. Set up “Server name” “Authentication” “Login” “Password”



4. Under “Databases” tab: right click and choose “New Database...”. create a new database named “Game_2”
5. Under “Databases/System Databases” tab: right click and choose “New Table...”: create tables “Game11”, “Game12”, “Game12”, “Game21”, “Game22”, “Result22”, “Result23”.



- Go to "dbo.Game11", right click "Open Table" and you can see the contents in the table. Create "Columns" for each table as shown below:

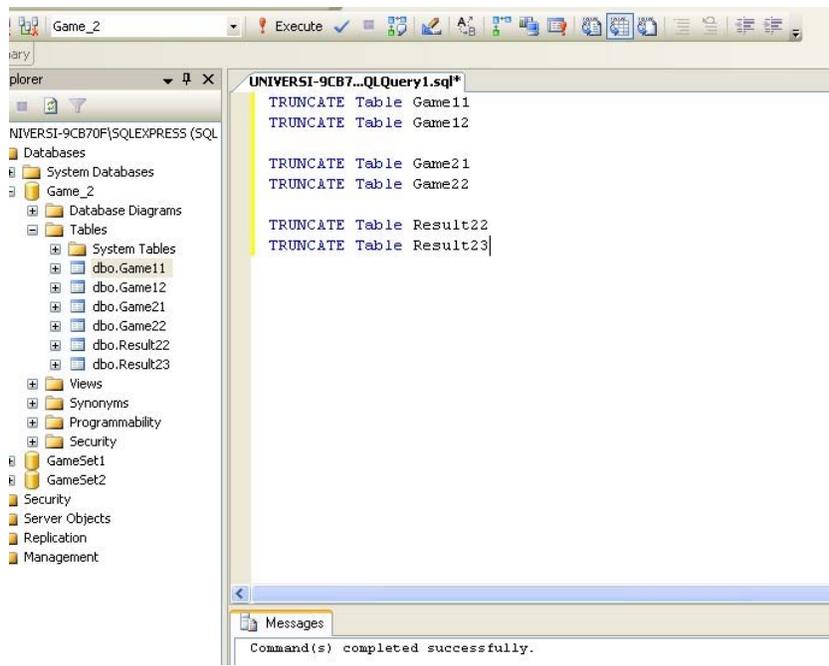
Table - dbo.Game11					
	ID	Round#	Route#	Scenario#	Score
▶	hiebe015	1	2	1	800
	bagin003	1	1	1	800
	joh09069	1	2	1	800
	jaako007	1	1	1	800
	gramb012	1	2	1	800
	waixx006	1	2	1	800
	redi0059	1	1	1	800
	nowak123	1	1	1	800
	river263	1	1	1	800
	jinx329	1	2	1	800
	evans752	1	2	1	800
	yant0020	1	2	1	800
	redi0059	2	1	1	780
	nowak123	2	1	1	780
	joh09069	2	2	1	778
	yant0020	2	1	1	778
	bagin003	2	1	1	780
	evans752	2	2	1	778
	hiebe015	2	1	1	778
	jaako007	2	1	1	780

Table - dbo.Result22		Table - dbo.Game22	Table - dbo.Game12	Table - dbo.Game11			
Player#1	Player#2	TT1	TT2	SP	Round#	Scenario#	
1	1	15	16	15	1	1	
1	1	16	16	16	1	1	
1	2	16	17	16	1	1	
2	2	17	17	17	1	1	
2	3	17	18	17	1	1	
2	4	17	19	17	1	1	
3	4	18	19	18	1	1	
4	4	19	19	19	1	1	
5	4	20	19	19	1	1	
5	5	20	20	20	1	1	
5	6	20	21	20	1	1	
5	7	20	22	20	1	1	
1	0	16	15	15	2	1	
2	0	17	15	15	2	1	
2	1	17	16	16	2	1	
3	1	18	16	16	2	1	

Table - dbo.Result23		Table - dbo.Result22	Table - dbo.Game22	Table - dbo.Game12	Table - dbo.Game11			
Player#1	Player#2	Player#3	TT1	TT2	TT3	SP	Round#	Scenario#
0	1	0	15	16	1	1	1	1
0	1	1	16	17	3	3	1	1
0	1	2	17	18	5	5	1	1
0	1	3	18	19	7	7	1	1
0	2	3	18	20	8	8	1	1
0	2	4	19	21	10	10	1	1
0	2	5	20	22	12	12	1	1
0	2	6	21	23	14	14	1	1
1	2	6	22	23	15	15	1	1
1	2	7	23	24	17	17	1	1
1	3	7	23	25	18	18	1	1
2	3	7	24	25	19	19	1	1
0	0	1	16	16	2	2	2	1
0	0	2	17	17	4	4	2	1
0	0	3	18	18	6	6	2	1
0	1	3	18	19	7	7	2	1

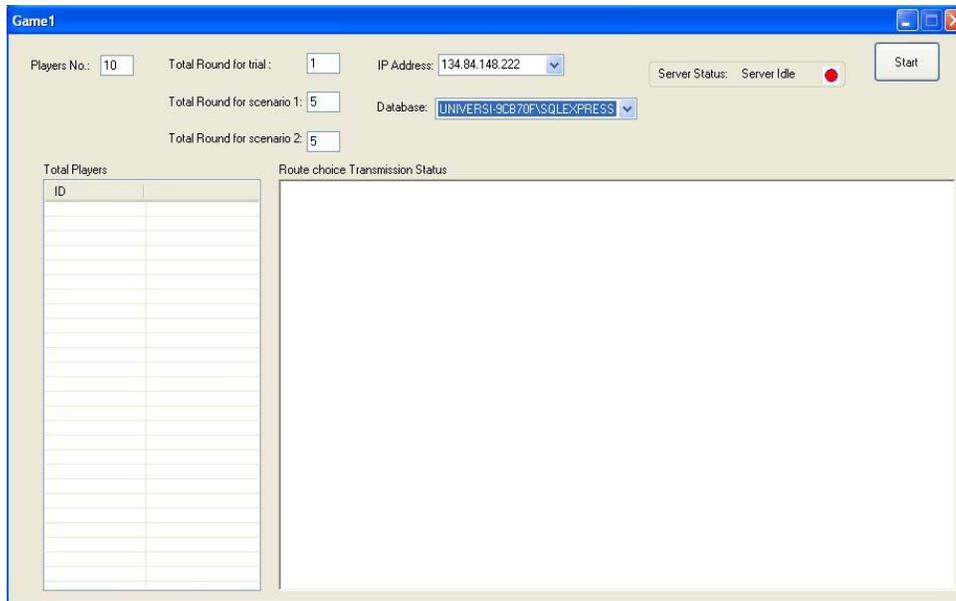
You need to clear play records from all tables before the next game session starts.

Go to "local \Publishable MARC game folder" and open file "SQL command.txt" (Note: "local" indicates a path on your own computer. In this computer, it is under path "C:\Documents and Settings\Administrator\Desktop\MARC Game files"). Right click table "dbo.Game11" , choose "Script Table as.../CREATE to...". Copy all the commands to replace the current commands. Press "Execute" button. In "Message" window, if you can see "Command(s) completed successfully", then all records from all tables are cleared up.



Server

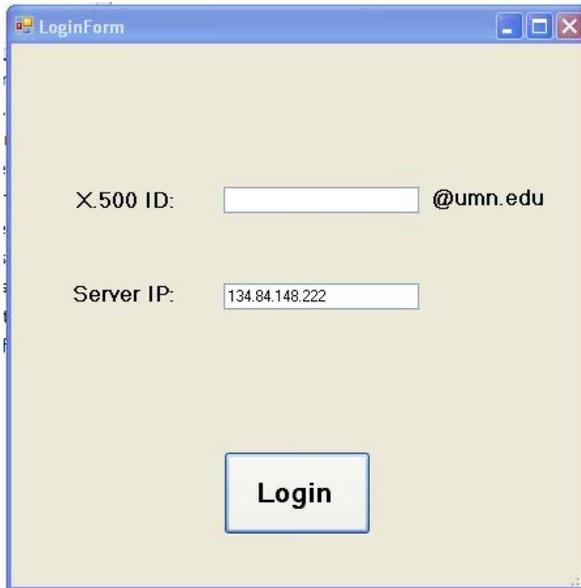
1. Go to “local\Publishable MARC game folder\Server\TCPServer\bin\Debug”, double click “LabCommServer.exe” and open server program.



2. Enter information in the server window.
 - “Player No.”: the total number of players for one session.
 - “Total Round for scenario 1” : the total number of rounds a player needs to play in scenario 1 for both Game 1 and Game 2. Recommended number is 5.
 - “Total Round for scenario 2” : the total number of rounds a player needs to play in scenario 2 for both Game 1 and Game 2. Recommended number is 7.
 - “IP Address” : IP Address of the host computer.
 - “Databases” : Database path in the host computer.
3. Press “Start” button. Then the server is running on the host computer and ready to accept responses from terminals.

Player interface:

1. Go to "local\Publishable MARC game folder\Players folder\CE 3201 game-Session 1\Debug", double click "CSWinFormSingleInstanceApp.exe" and open server program.



The screenshot shows a Windows application window titled "LoginForm". The window has a light beige background and a blue border. It contains two input fields: "X.500 ID:" with a text box containing "@umn.edu" and "Server IP:" with a text box containing "134.84.148.222". Below these fields is a blue button labeled "Login".

"X.500 ID": player's email ID to track everyone's play record

"Server IP": IP Address of the host computer. It is the same as "IP Address" entered before starting the server. For example, `UNIVERSI-9CB70F\SQLEXPRESS`

2. Refer to "CE 3201 Lab #4 game play instruction.docx" in the same folder for instructions of how to play the game (the highlighted parts in CE 3201 Lab #4 game play instruction.docx" need to be adjusted accordingly).

Note:

1. If one player does not submit his/her choice, everybody has to wait. So make sure everyone is paying attention in playing the game and submit choice. Even if everyone submits his/her choice, the screen freezes for a while. It means there is something wrong with the program. You have to ask everyone to terminate the game by completing the following steps:
 - a) press "ctrl+Alt+Delete" and start the task manager.
 - b) Go to tab "Processes": find a process named "CSWinFormSingleInstanceApp.exe", press "End Processes".
2. At the same time, you need to restart server again.

Warning: You need to start server first and then ask students to relogin.

MARC Game Folder Mounting

1. You need to mount “local\Publishable MARC game folder\Players folder” in every desktop in the computer lab.
2. “CE 3201 game-Session 1” is for a session with at least 10 students. “CE 3201 game-Session 2” is for a session with at most 10 students.
3. You do not need to mount server folder in the lab. Instead, you can choose your own computer in your lab as the host computer. Then you can remote control your own host computer from the lab computer in front as long as you know your IP address.
4. Once you remote control your own host computer, you can follow steps as describe in “Server” Section.