



T-404-LOKA, FINAL PROJECT

GUMMS SYSTEM MANUAL

BJARMI ÁRDAL BERGSTEINSSON
FINNBOGI DARRI GUÐMUNDSSON
GUÐNÝ BJÖRK GUNNARSDÓTTIR
ÓSKAR ÖGRI BIRGISSON
ÞORGEIR AUÐUNN KARLSSON

2013
BSc COMPUTER SCIENCE

INSTRUCTOR: BIRGIR KALDAL KRISTMANNSSON
EXAMINER: SIGRÚN EVA ÁRMANNSDÓTTIR

Contents

1	Introduction	2
1.1	GUMMS.Assemblies	2
1.2	GUMMS.Unity	2
2	Development Tools	2
3	Setup	2
3.1	The Project	2
3.2	The Server	4
3.3	Unity3D	6

1 Introduction

The following instructions are for setting up the GUMMS project for continued development. The following two folders contain all the files necessary to build and run the game.

1.1 GUMMS.Assemblies

This folder contains the entire code base.

1.2 GUMMS.Unity

This folder contains all Unity3D assets e.g. 3D models, animations, textures, etc.

2 Development Tools

- Visual Studio 2012-2013
 - .NET 4.5
 - NUnit plugin
 - ASP.NET SignalR
- NUnit Framework
- MS Azure SDK
- Unity3D 4.3 or higher

3 Setup

3.1 The Project

To setup the project for development, open the GUMMS.Assemblies.sln file located in the GUMMS.Assemblies folder. Then navigate to the Program.cs file in the GUMMS.Client.Proxy and change the serverUrl variable to the location you want to host the server. Make sure the GUMMS.Client.Proxy project is set as the start up project by right clicking it and selecting "Set as StartUp Project". The solution is now ready for continued development. Below is a more detailed walkthrough of the project setup.

GUMMS SYSTEM MANUAL

Figure 1: Step 1

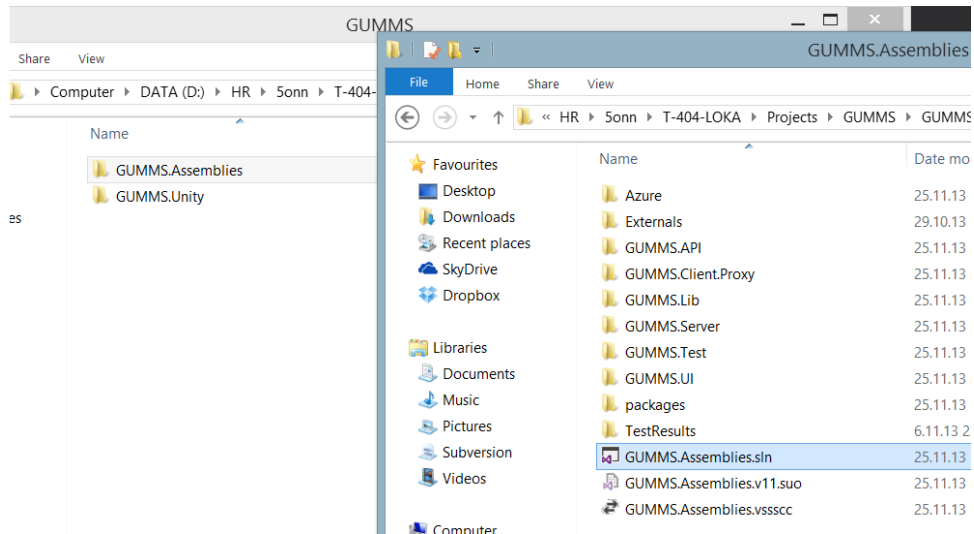


Figure 2: Step 2

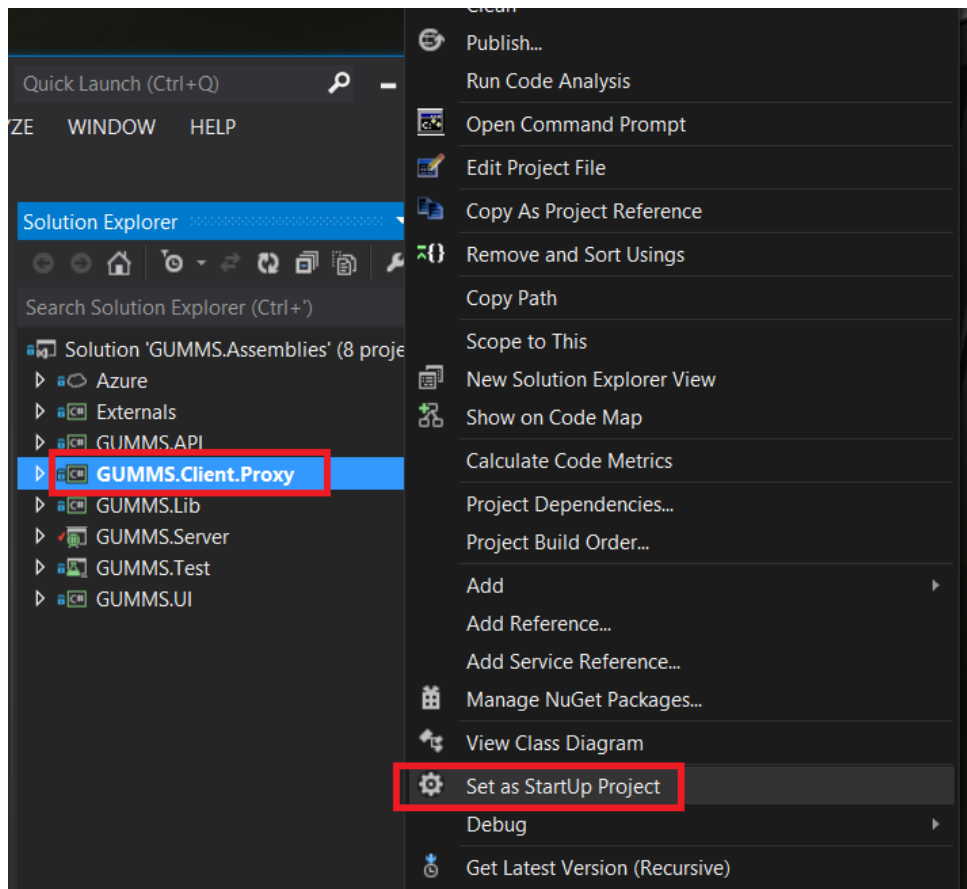
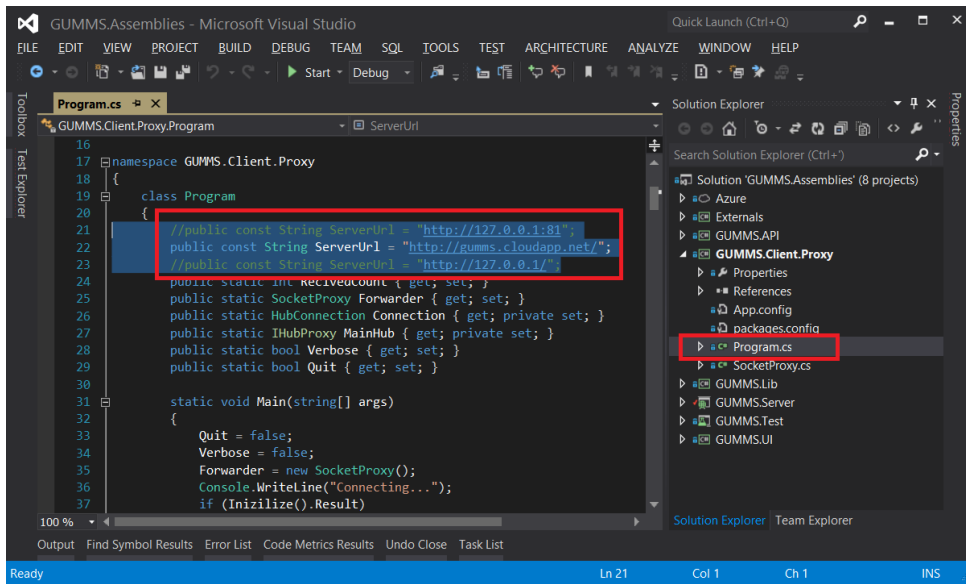


Figure 3: Step 3



3.2 The Server

The server can either be deployed on an Azure server or an IIS web hosting server. Since Azure was used the following setup instructions are for deploying to the Azure service.

Open the solution in Visual Studio, right click the Azure project and choose the 'Publish...' option. Then sign in to an Azure server and select the cloud service that fits best and publish. Below is a more detailed walkthrough of the Azure setup.

GUMMS SYSTEM MANUAL

Figure 4: Step 1

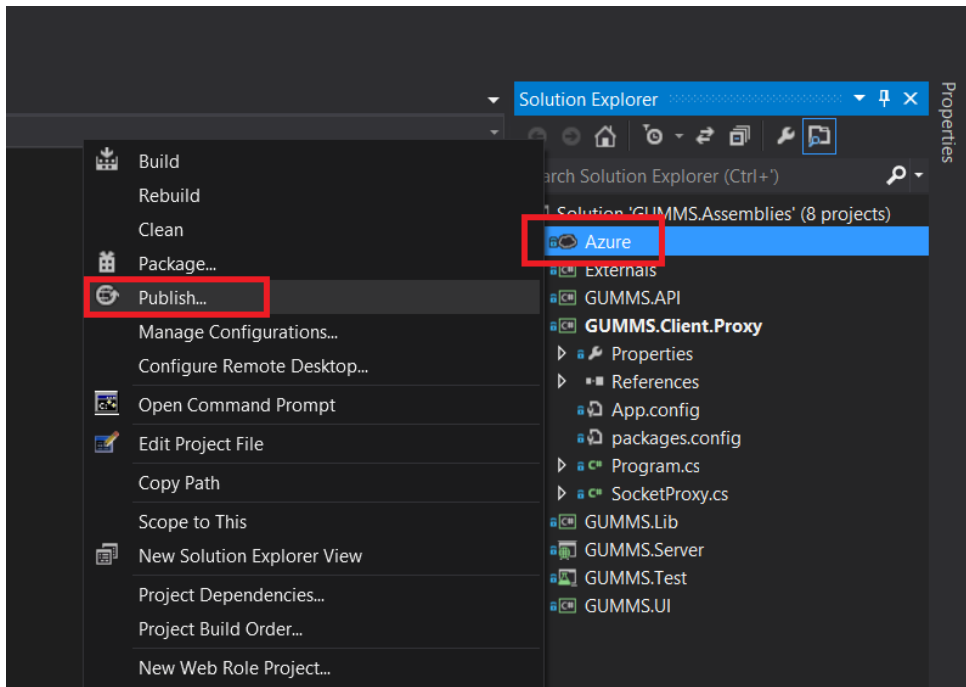


Figure 5: Step 2

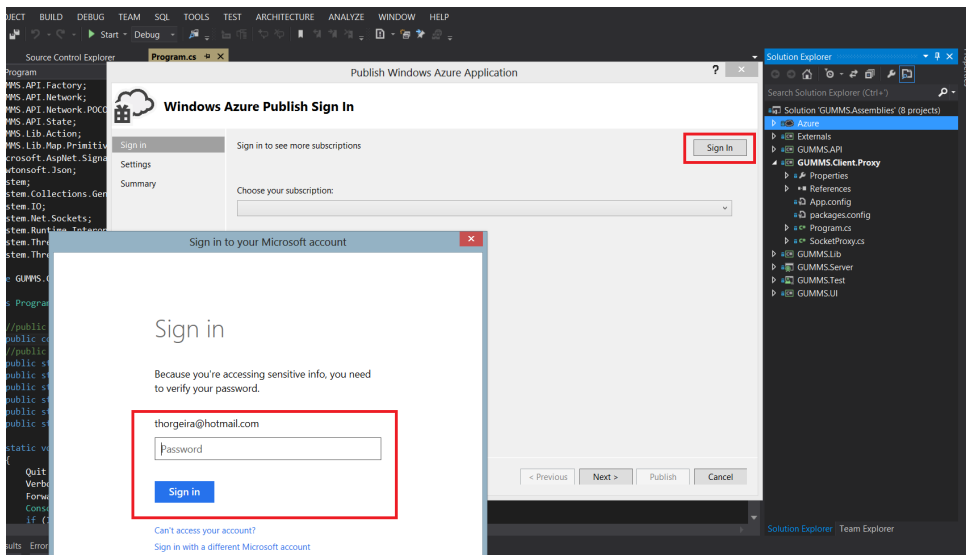


Figure 6: Step 3

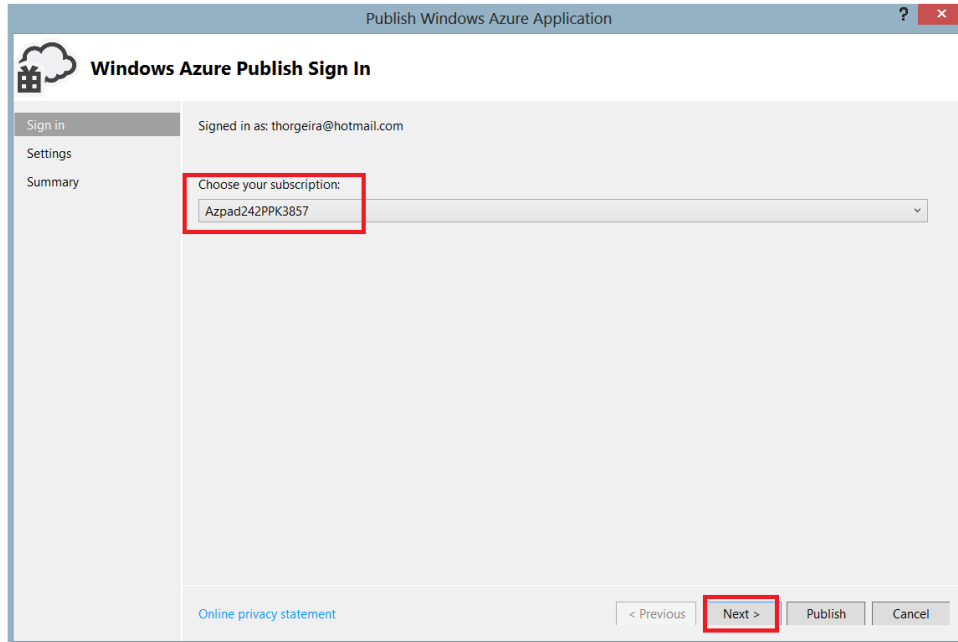
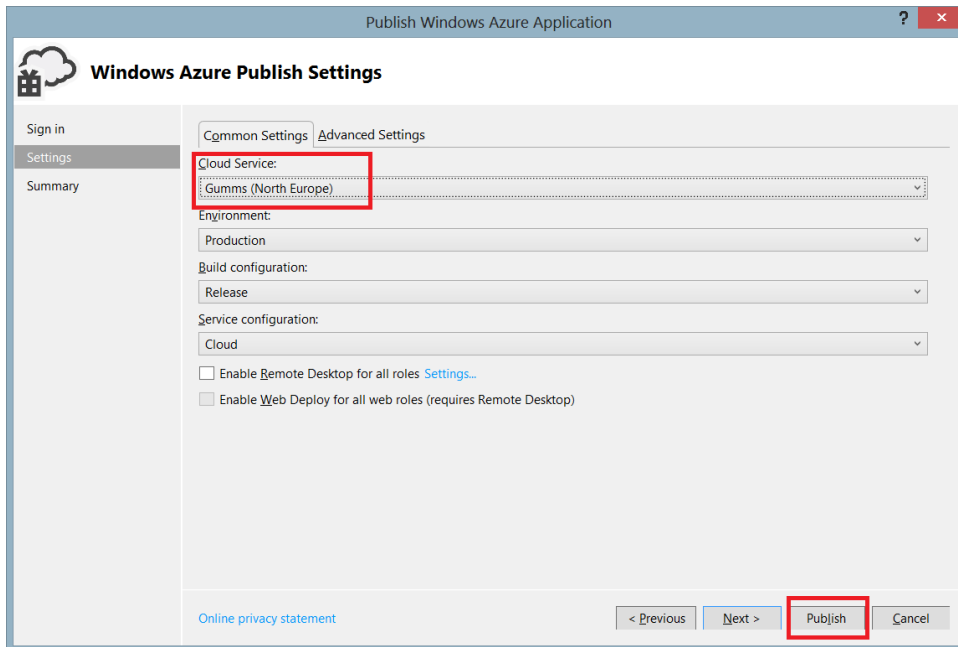


Figure 7: Step 4



3.3 Unity3D

To start the game from inside Unity3D, open the GUMMS.Unity folder in Unity and open the scene Lobby.unity, located in the folder Assets\Scenes. This is the main lobby of the game where you can choose which game mode to play. To edit the playing field, open the scene Map1.unity.

This is the main playing field of the game where characters do battle. To start the game in multiplayer mode, you must first start the proxy in the Visual Studio solution. Below is a more detailed walkthrough of the Unity setup.

Figure 8: Step 1

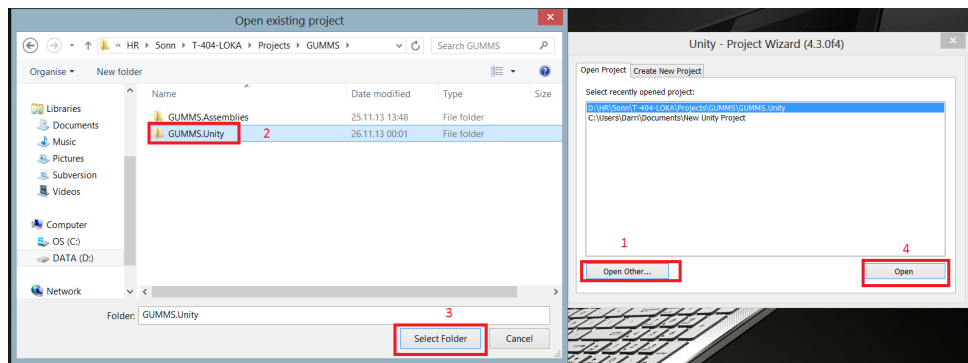
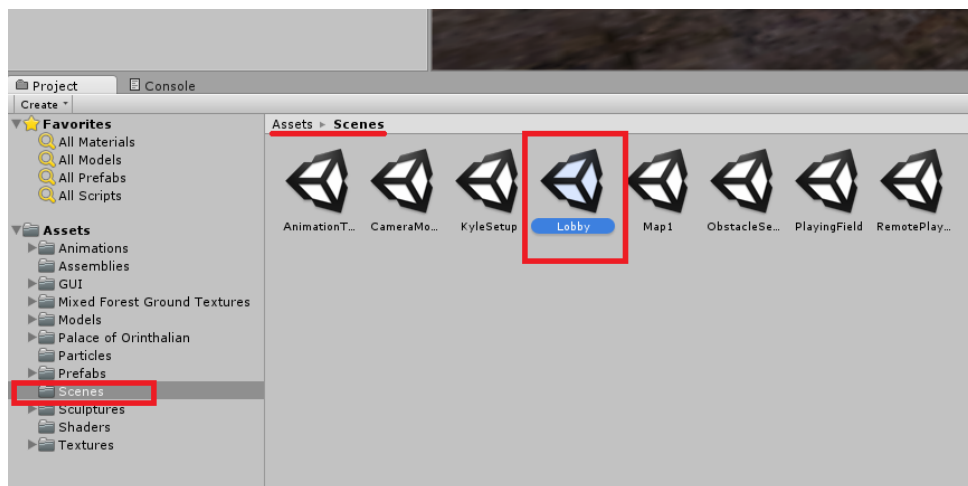


Figure 9: Step 2



GUMMS SYSTEM MANUAL

Figure 10: Step 3

