User Manual

1. Download the source code: severDemoCode.zip and clientDemoCode.zip
2. Run severDemoCode on one phone and clientDemoCode on another phone
3. Open the TestForAeroPlaneChess application on the sever phone and click on the menu button and choose the red. When it is said on the screen that adhoc network is running ok, click on the menu button again and this time choose socketSetup.
4. Open the TestForAeroPlaneChess application on the client phone and click on the menu button and choose the yellow. When it is said on the screen that adhoc network is running ok, click on the menu button again and this time choose socketSetup.
5. After it is said on the screen that "socket has been setup successfully~!", game is started successfully. Red is the first user to play.
6. Attention:
    Sever has to be setup first.
    Since the application starts up a little slow, it is better to start 3 and 4 at the same time to save time.