CocoMUD client - Feature #15

Feature # 9 (Open): An easy yet powerful setting system for customization

Allow users to create several "worlds"

09/29/2016 09:25 PM - Vincent Le Goff

Status:	Closed	**% Done:**	100%
Priority:	High		
Assignee:	Vincent Le Goff		
Category:	Customization		
Sprint/Milestone:	2		

Description

So far, CocoMUD client opens and automatically connects to VanciaMUD . While this is fine for testing (and for my own pride), it's obviously necessary to add the configuration of additional worlds, several characters and different settings for each world. CocoMUD client shouldn't open and connect to Vancia automatically, but should prompt the user with what game he/she wants to connect. It will also be possible to add new games.

Having users enter their username and password in the setting may not be great, but it will probably be necessary to add it in the end, as long as it's not mandatory.

Associated revisions

Revision dbdcf21d - 12/14/2018 11:36 AM - vincent-lg

Merge pull request #15 from francipvb/i144

Tiny changes for #144

History

#1 - 09/30/2016 12:04 AM - Vincent Le Goff

- *Status changed from Open to In Progress*

- *% Done changed from 0 to 20*

Different worlds can be created with individual configuration files in the 'worlds' directory (commit 1df43fe1215d024d1f7fbfd8eac6d75bb8cecea6).

#2 - 09/30/2016 01:41 AM - Vincent Le Goff

- *% Done changed from 20 to 30*

Users can now choose the MUD to which to connect when the client opens. This is assuming one world (with its configuration file) already exists (commit 9ebb426f3212f00992842e93ad2b1e475e6388ae).

#3 - 10/01/2016 05:51 AM - Vincent Le Goff

- *% Done changed from 30 to 80*

Users can now add or edit worlds using the interface (commit 6298df9a87ac264badb949f1e414e69f5e29e49e), by clicking on the buttons when the client first appears. In the end, it should be added to the menu bar.

#4 - 10/10/2016 02:13 AM - Vincent Le Goff

- *Status changed from In Progress to Closed*

- *% Done changed from 80 to 100*

Users can now remove worlds (commit [7382248fe79994bec7b8136273c8492b0e1edcdf](#)).