
Belot Documentation

Release 1.0

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Belot is an online cross-platform multiplayer card game based on AngularJS, TypeScript and ASP.NET WebAPI. This documentation explains why and how the game was created and how to run the code. You can jump to the sections below if you want to find out something in particular or just read it all. There will be pieces of code in this documentation, but keep in mind that if you want to understand the application better, you should download the source code and read it along with the documentation.

Getting Started

1.1 Downloading the source code

You can find the source code of the project in our [Github repository](#) . It is open source so if you find any bugs or decide to improve it we welcome you to do it. Please do keep in mind that this is school project so try to document your changes as best as you can and please contact us afterwards. Also you can use this project as a template for your own projects, but please mention us with good.

1.2 Building the project

To build the project you need to download [Visual Studio](#) with [Apache Cordova](#) tools enabled for the mobile application. We recomend using Visual Studio 2015, but you can use whatever version suites you if it supports Apache Cordova tools.

After opening the solution in VS you should see a tree structure in the Source Explorer. For a startup application you should select the Authentication server first and start it because it is crucial for the application. Then build and start the back-end and then the front-end. Also you can tweek the IP and port settings in the project settings. If you are going to build the mobile application do keep in mind that you are going to need some emulators. See the Mobile section for more information.

1.3 What is this thing?

The project is organised in multiple applications - authentication server, back-end, front-end and a mobile application. For every one of them you can find more information in the specific section in this documentation. But if you find something undocumented please do contact us and we will document it.

1.4 How to contribute

To contribute to the project please contact us. Maybe you have a great idea that we didn't think of or maybe it is in development. Do keep in mind that we try to keep our code clean and bug-free, so we recomend you to test your contributions carefully and write tests for the CI platforms we are using. Also please document your code.

2.1 Why AngularJS + TypeScript

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2.2 Controllers

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2.3 Services

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2.4 Views

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2.5 About Gulp

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3.1 Why ASP.NET WebAPI

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3.4 Services

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3.5 Authentication server

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4.1 Why code first

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4.2 Models

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4.3 Mappings

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5.1 Why Apache Cordova?

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5.2 Using Gulp

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5.3 Emulating

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User guide

Welcome to our Belot Game. Here you'll find all the basic information you need to get set up and start playing.

6.1 Start menu

buttons descriptions, etc.

6.2 Login

Wtf is login page

6.3 Creating a room

Wtf is a room

6.4 Starting a game

Loooooooooooooooooooooool

About the project

Belote is a free online multiplayer belote game simulator, usable on iOS, Android, Windows Phone and also available in the browser. It is made with AngularJS, TypeScript and ASP.NET.

7.1 Why Belote?

Have you ever been in a place, where you want to play belote, but you cannot? The teacher stops you, because you are in class? There is no table for the cards? You forgot your cards at home? The our simulator is just for you.

- Easy to use UI
- Easy and fast set up of games between your friends
- Solo Mode available
- Custom All Chat, so you can chat and have fun with the other players

7.2 A little video about the project

some video here

About us

8.1 Who are you?

We are two computer science students from Bulgaria. We are currently 11-th grade and we are looking into gainig more experience. We are [Martin Dimitrov](#) and [Valentin Yonev](#) . Martin is responsible for the *awful* design of the application and I am responsible for the *buggy* code behind it.

8.2 What do you do for fun?

Outside of our school and job lives we like to listen to *lots* of music, watch movies, go to cafes, *bla bla bla*. But we also enjoy hiking, skiing, riding bikes and playing games. We both like extreme sports like paragliding and canoe kayak.

8.3 How to contact you?

Well, you can contact us by writing us an email ([Martin's email](#) , [my email](#)) or by messaging us on Facebook. We will be very happy to answer your questions so you can write us about everything. Even for a beer if you are close enough to us. :)