



# TEG

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Tenes Emapandas Graciela is a clone of 'Plan Táctico y Estratégico de la Guerra', which is a pseudo-clone of Risk, a multiplayer turn-based strategy game. Some rules are different.

Have a lot of fun :)

## Screenshots

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# Manual

## **Tenes Empanadas Graciela Manual**

### Introduction

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Tenes Empanadas Graciela (TEG), is a clone of an Argentinian game called 'Plan Táctico y Estratégico de la Guerra', a modified clone of the turn based strategy game 'Risk'. It is a multi-player game that can be played across the Internet.

The target of the game is to conquer all the countries of the world, which are displayed in a map, or to accomplish your secret mission (if you prefer to play with secret missions). In order to achieve this goal, the player is supposed to create a certain strategy (i.e. try to conquer one continent in the first place, protecting its borders once this first step have been achieved. Only then, try to conquer another continent).

### Playing the game

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#### Connecting to the server

To connect to the server, you must know the address and port of the server. The well-known port of the server is 2000. You must tell the client this through the connect dialog.



# Install

## Installation Instructions

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## Build dependencies

```
Debian      SuSE
apt-get update && \
DEBIAN_FRONTEND=noninteractive
apt-get install --yes \
    build-essential
debhelper gettext \
    libgoocanvas-2.0-dev
libtool libxml2-dev \
    xmlto libgmock-dev

zypper --non-interactive update
&& \
    zypper --non-interactive
install -y automake autoconf
libtool gcc10-c++ \
    gettext gettext-tools make
tidy gmock \
    'pkgconfig(glib-2.0)'
'pkgconfig(libgnomeui-2.0)'
'pkgconfig(libxml-2.0)' \
    'perl(XML::Parser)'
'pkgconfig(goocanvas-2.0)'
pkgconfig xmlto xz && \
    cd /usr/bin && ln -s gcc-10
gcc && ln -s g++-10 g++
```

ess correct values for various system-dependent  
; those values to create a 'Makefile' in each  
te one or more '.h' files containing system-  
i shell script 'config.status' that you can run in  
the future to recreate the current configuration, and a file 'config.log' containing compiler  
output (useful mainly for debugging 'configure').

It can also use an optional file (typically called 'config.cache' and enabled with '--cache-file=config.cache' or simply '-C') that saves the results of its tests to speed up reconfiguring. (Caching is disabled by default to prevent problems with accidental use of stale cache files.)

If you need to do unusual things to compile the package, please try to figure out how 'configure' could check whether to do them, and mail diffs or instructions to the address



# Hacking

So you want to help the development of TEG? Cool!

## How to send changes

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The easiest way to get your changes included is to fork the project, and let us know about your changes with a pull request. If you don't like to have an account on github, you still can clone our repository (via https), and push your changes to a different service.

You also can use git format-patch to create a patch series. But we strongly prefer to have a "real" git repository to deal with, since it is much easier to work with than patches.

## First steps

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If you want to join the development of the software, you need to install the development packages of the used libraries. For Debian based environments, you can use the list in the file `docker/debian`

When you have the requirements, you can run `./build` in the root directory.

.. warning:: This script always erases the build directory first.

This script

- creates the autotools build infrastructure
- creates a local build directory (`bd`), which is ignored by git
- configures this build directory
- With autotools maintainer mode (so you don't have to manually re-run `autoconf/automake/...` whenever you touch the build configuration)
- Turns compiler warnings into errors
- installs the software into `bd/DD`
- build the software and run the unit tests

Once the `build` script finished, you can "install" the software with `make -C bd install`, and then run it with `bd/DD/bin/tegclient`.





# People

## Authors of TEG

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Ricardo Quesada (riq) [riq@corest.com](mailto:riq@corest.com) The main author

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## Main Contributors

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Rüdiger Ranft-Driscoll [teg@qzzq.de](mailto:teg@qzzq.de) 172 commits and now we have TEG V0.12

Eric Romanenghi [ericromanenghi@gmail.com](mailto:ericromanenghi@gmail.com) <https://github.com/eternautaCAT> Work on Gnome2 to GTK3 only porting.

Raymond Ostertag [raymond.linux@free.fr](mailto:raymond.linux@free.fr) Creator of the Realist theme

Thomas R. Koll [tomk32@tomk32.de](mailto:tomk32@tomk32.de) Minor fixes, dialog add-ons, suggestions Gave the idea of the 'Fog of War' mode

## Translators

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## Packages maintainers

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# ToDo

## Roadmap

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This file represents what I would like to be included, in more or less a chronological time.

Between brackets its the time in X. From 1 to 10: 1 short time, 10 lot of time.

### for:

- 0.9.0 [released December 9th, 2001]
  - [100%] quit/rejoin the game (3)
  - [100%] scores (4)
  - [80%] use wfx's graphics in more dialogs
  - [100%] change the icon from the ballon to a real empanada
- 0.9.1
  - [100%] updated documentation
- 0.9.2
  - [100%] fix dialogs (status, gameover, etc)
- 0.9.3
  - non-blocking sockets, or similar (3) . Apply Benoit Rousseau's patch
- 0.9.4
  - a light-weight dice animation . show dice1.png -> dice2.png ... -> dice6.png  
simulating the roll ?
- 0.9.5
  - [20%] Metaserver (5) . Use the same protocol of GGZ metaserver . perhpas in python ?
- 0.9.6
  - New Score System . Implement a new score system . Document the new score system
- 0.9.7
  - Plugin for the bots to improve their vocabulary . Eliza ?