



# Prova Finale: Progetto di Ingegneria del Software



**POLITECNICO**  
MILANO 1863

05/07/2022

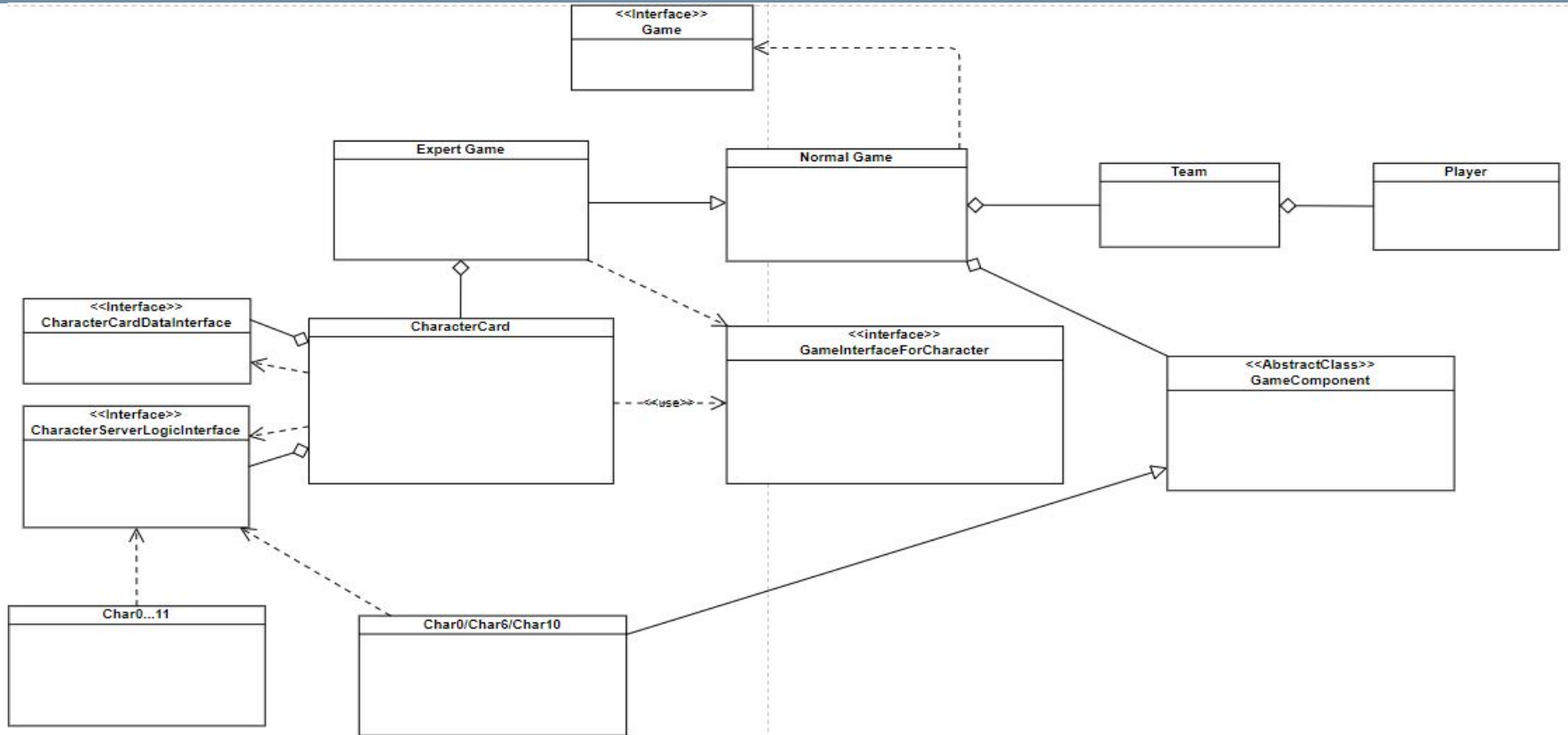
Andrea Piras - 936909  
Andrea Sanguineti - 936930  
Emanuele Santoro - 933198

# Implemented Functionalities

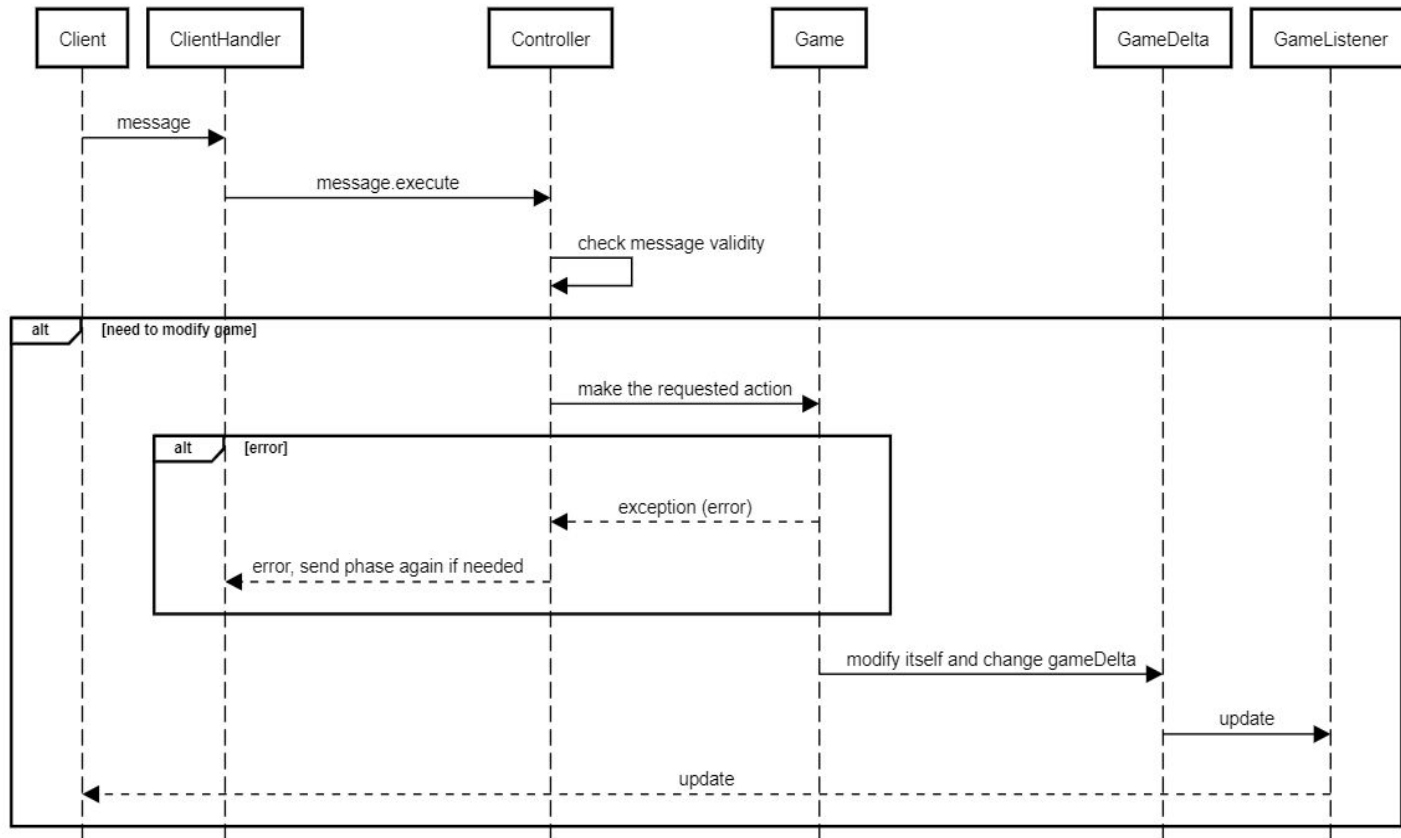
- Character Cards
  - Divided logic and data of cards
  - Data is loaded from a JSON file
- 4 Players Match
  - Implemented through Team class
- Multiple Matches
  - Implemented through a map of Controllers handled by the Server class
- Extra improvements to QOL
  - Chat between players in the same game
  - PingPong messages to detect disconnections in function of connection delays
  - Delta updates

Functionality	Status
Basic Rules	✓
Complete Rules	✓
CLI	✓
GUI	✓
Socket	✓
Character Cards (FA 1)	✓
4 Players Match (FA 2)	✓
Multiple Matches (FA 3)	✓

# Model



# Server



# Client

