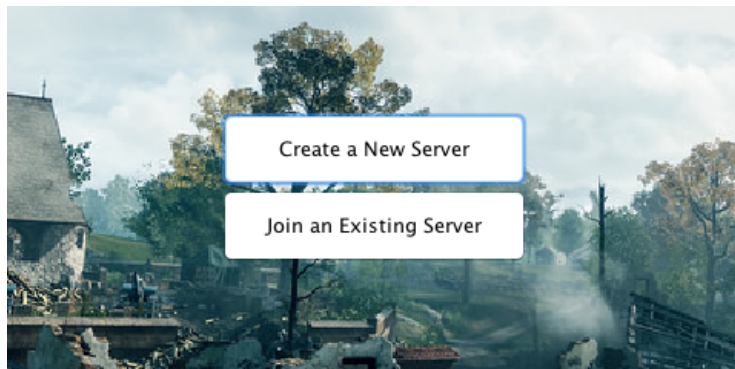


# Games of the Generals Requirements Document

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## Requirements:

- Use Java Swing
- Include animation
- Use a combination of keyboard and mouse input
- Use File IO
  - (Eg. The pictures)
- Talk over a network (Socket IO)
- 1280x720 pixels
- Make it so that the frame cannot be resized (Hint: use Javadoc)
- All programs must have some sort of chat functionality
  - (Eg. chat area, enter messages)
- All programs must have one or more data files that contain the data for the objects of the game
  - (eg. rank.java, that contains the ranks of the pieces)
- A networking protocol
  - How do you distinguish between gameplay data and chat data, eg. adding names and times (in our game, it says me: text and opponent: text)
- Either menus, buttons or text fields with a mixture of animation
  - Main gameplay is likely the animated panel, but maybe the menu has buttons and text fields?
  - (Eg. Start Game, How to Play. Ready, Join Game, Enter)



- Needs to be one window only
  - You can swap panels, but have one window only
- Mouse Drag and drop
- Follow rules/instructions
- Each data file for each piece: name, rank, image name,
- Submitted and updated on GitHub