Game Application

Problem Definition

* Computers have significantly increased access to multiple forms of entertainment, one such form being video games. We are aiming to create a game that is geared towards those that do not have much time in their day to play games, or who are looking for a brief distraction. The game will be short but addicting so that it has replay value without boring the user. This game allows the player to start a play session that lasts for the span of 5 minutes, be able to save their game, and upload their high score.

Functional Requirements for Player

* Start Game: The user can begin a game against a computer.
* Display Statistics: Look at the statistics
* Host Game: The user can begin a game against another player.
* Join Game: The user can join a game session created by another player.

Quality Requirements

* Correctness: The game must be able to reload an existing game session correctly as well as accurately post a high score to the server.
* Performance: The game must load quickly and efficiently(less than 3 seconds) to reduce waiting time for the players.
* Robustness: The game must be able to display an error message in case something wrong occurs in the 3-layer architecture.
* Security: The game does not allow fraudulent posting of a high score or editing of another player’s session.
* Friendly GUI: The game must be easy to use and visually appealing.