Team number : Team 1

Name & email : Caglar Kurtkaya ckurtk2@uic.edu

Aleksandar Knezevic knezevi2@uic.edu

Dayana Roa-Tapia droata2@uic.edu

Wan-Yu(Emily), Lin [wlin48@uic.edu](mailto:wlin48@uic.edu)

Documentation for Project 4

The server part :

In the server part, the game play logic was inside the server class. We created a Game class and move all the game play logic in the Game class in order to make implementation of server easier. In the Server.java, we add a HashMap to store the connectionThreads and a HashMap to store the list. Added an ArrayList to store the game. We added a method called updateMe to update the client list. For the challenge part, we added a method called handledChallenge which deal with the two player wanted to challenged each other. Added a method called askChallenge to handle the case when player ask to challenge. Added a method called startGame. When there’s two players online, the game will start. In the disconnected method, we added a feature if the player1 wanted to challenge player2, and player 2 is already in game, we make player1 wait and when the player2 finish the game, we will send the message that player1 wanted to challenge you.

The Client part :

In the client.java, we added the observableList method which to get the player list for the client. we added a couple of methods called challenge. In those methods, we allow client challenge another client and handle what will happen after the challenge.

In the clientApp.java, we add a challenge list in order to let the client to chose who to

challenge with. Added a method called challengePopup method which will pop up when

someone want to challenge you. Added a method called sameName. In this method, we

handle if client want to enter the name but the same name is already on the list, we ask

client to enter a new name.