Client

Success

Fail

The client is a single thread application that gets the player input and sends it through to the server and depending on whether it is accepted will print to the client interface.

Server

The server is made up of sockets that that start a thread that will process incoming messages.

Accept Thread

If Quit

Accept Client Thread

False

True

False

Terminate

Socket == True

Receive Data

Add Incoming messages to list

Quit == False

&&

Socket Lost == False

There are two threads in this application they are the accept thread and the Accept client thread. The accept thread checks whether Quit == false && Socket Lost == false. If this is true it will receive the players joining and display them. If it fails socket will == true otherwise it will add the players to the list.

Class Diagram

Connections within the Dungeon

Description of each area within the Dungeon

Room

User Inputs

Write Lines to display to Client interface

Player

Check if client has connected to the rooms

Client Player

Collection of <Room>

Dungeon

Made up of collection of players in the

Dungeon

Server