## Multiplayer Cards Game

- Cross -





### General Presentation

- Multiplayer cards game, a variant of the widely known game of **Schnapsen**
- Client-server architecture:
  - Server backend logic, ensures connectivity between players
  - Client user end part of the application
  - Communication through sockets
- The game requires 4 players, paired in 2 teams

## Main features

- Account based
- Access to a lobby in which a user can chat, create tables, join tables
- Create public or private tables
- Play the main game
- In-game chat
- Users ranking and Hall of Fame
- User page

## Technologies

- Java SE main development language
- MySQL relational DBMS for holding accounts info
- JavaFx used for the front-end part of the client component
- QuickServer Java library for creating robust server applications
- Maven build tool, dependency management
- GitHub Git repository hosting service
- Intellij IDEA preferred IDE











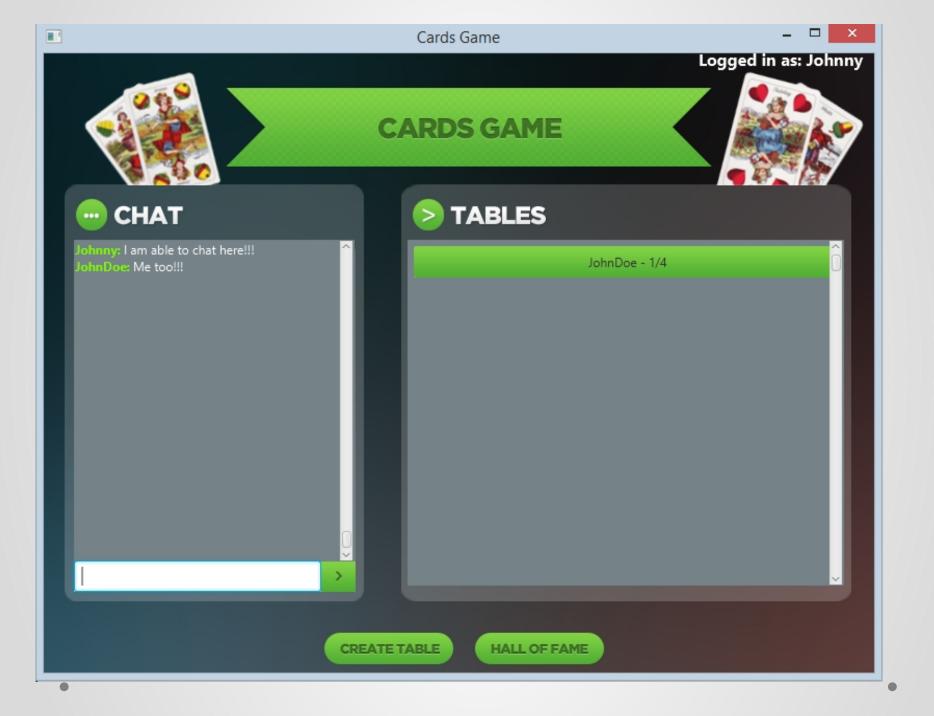
### Technical features

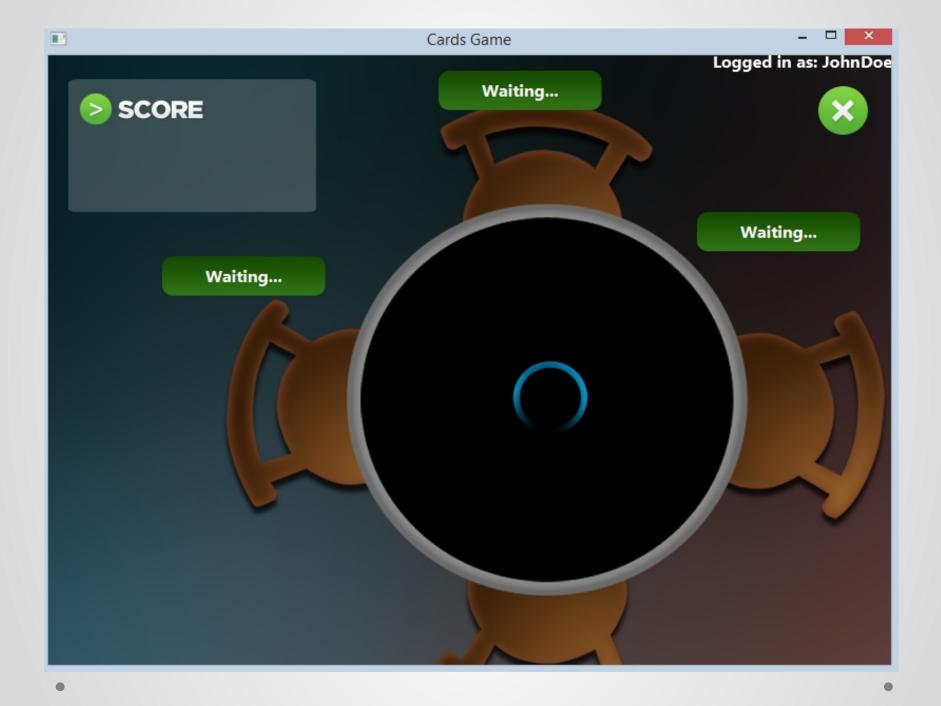
- System is multi-client, multi-threaded.
  - =>Allows for the creation of many tables with many players which work in parallel.

- Main game logic developed as a Finite State Machine.
- Communication layer between server and client is achieved with the use of JSON strings.
  - => client app can be developed in any platform which allows sockets and JSON serialization.

## Screenshots...









# Thank you!



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