

Possible future networking of the game

While programming a network was not in the scope of this project due to time constraints, we have tried to use a code structure that allows future networking of the game.

We have tried to use low coupling and high cohesion design patterns in order to ensure any changes are easier to implement. We have separate classes that control the human and computer players at the moment for example. Therefore, code can easily be added to store the human players' moves without affecting the computer player's code.

In a future scenario, a network of the game could be implemented by adding additional code to create a client-server architecture. Transmission Control Protocol(TCP) would be a suitable option to develop this type of network as it can be used to differentiate which computers can send packets of data to each other. For example, the moves of players(from client side) could be stored as a data object and sent to a server. The server would then send this data to the client side so that the application is updated and shows the moves of that player to everyone else playing. The server would control and display whose turn it is so that the game runs smoothly as it does on the current turn by turn implementation.