

Deviations From Contracts and Design

1. We utilized a second proxy object on our server to handle the multiple rooms, as XML-RPC cannot be multithreaded.
2. Because XML-RPC cannot send objects back and forth like Java Sockets, we will have to write lots of extra methods in our XMLRPC broker object.

Additional Testing

Rigorous testing was done on our own machines, ranging from Ubuntu operating systems to Mac OSX machines, as well as on the lab machines.

Known Errors, Faults, Defects, Missing Functionality

1. Due to time constraints, we have not delivered on the following features:
 - a. Offline mode
2. Loading a saved game is known to not fully work. As of the time that we are handing this in, we were finding a bug on throwing two players' UI into a loaded game.
3. XMLRPC is known to give End Of File / Disconnected by Peer issues occasionally. These issues were discovered during testing, and the exact cause of them are unknown.
4. We use Glib::Timeout to manage the update loop, which, when tested on Mac OSX, has sometimes failed to run. The reason for this is unknown.