

Team Number: 3
Section: 11 AM

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Title:

Puzzle Gauntlet

Objective:

Try to complete all available puzzles the quickest! There will be 10 puzzles to choose from. First to complete all of them wins the game! Or the user with the most points completed wins after the timer.

Number of players:

4

Languages:

Java/JavaFX

UI Look and Feel:

The server has a turn on button that turns on the server. On the start screen, the clients have the option to choose the port number, the ip address, and their name before they are put in the game, Puzzle Gauntlet. Most puzzles are unique, some puzzles are twists on other puzzles.

Description:

- The game will not start until there are 4 players in the server
- Each player needs to finish all puzzles before everyone else, or **cease to exist**
- There will be an arraylist of "Puzzles" where each puzzle is a scene
 - Puzzles can be riddles, easy, or tricky
 - All players have access to the puzzles, if the user leaves the puzzle then they can not access the puzzle anymore
- CLIENT SIDE
 - The Client will be in a room, they will need a way to choose which puzzle to do
 - The clients score is kept track of depending on puzzle
 - Client input is parsed to be all lowercase
 - Each puzzle will be its own scene, each scene is created in it's own method
- SERVER SIDE
 - Keeps track of everyone's scores and names
 - Is responsible for telling the client to start a game
 - It's like when you go to the library and check out a board game, the server is like the person behind the desk that hands you the board game.

