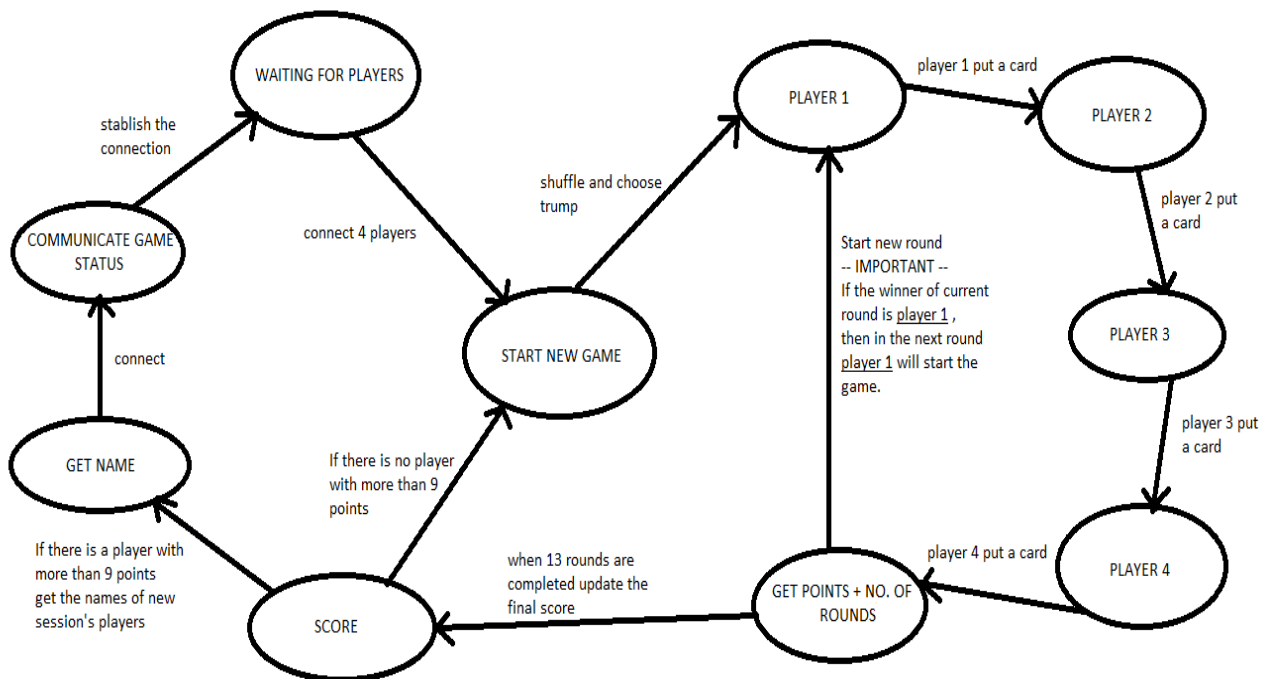# Omi Online!

CO324 Project II

Report

First establish the connection using HTTP request. Then server has to wait until 4 players connect to the server for play the game. After that server shuffle the cards and distribute equally among the 4 players. And also it choose the trump. Then player1 put a card, then player2 put a card. Like that other 2 players will play the cards.

After all 4 players put the cards then the server will decide the winner of that round. And I updates the score. If player1 is the winner of that round then in the next round player1 will starts the put a card. If player2 is the winner of the previous round. Then player2 starts to put the card. If some player has more than 9 points that player is the winner of the game. Then server will start a new game.

Implementation

First player has to enter their names and connect to the server by creating a new session. In here server limit the players to 4 (only four players can play the game at one time) by using their session IDs. In each new session server gives a session IDs to players. Therefore server divide the players according to their session IDs.

Then the game will begin. First player who connect to the server will put the card first. Server gave the session IDs to each player, so according to that server block the player who is trying to break the rules. Players have to wait until there turn is on. And the trump is the last card.

We used JavaScript for the front end design. Java servlet handle the server side of the application. All the game logic and handling the game, decide the servlet.

We created 4 json objects. Each one has 13 cards in it. Then send 4 objects to 4 players. 4 json objects created shuffling the cards at the start of a new game. After that first joined player put a card and then the card hand is update using ajax. Like that each player get a chance to play the card and using ajax each players card hand will update.

CheckConnection.java

This class handle the connection and join the players to the game (server)

GameHandle.java

This class has the game logic. Who is the winner of each round and final winner of the game .

Game Logic

<u>If some player didn't put a trump card,</u>

Then according to suit of the card that the player1 put, winner will decide. Most valuable card putted player win that round.

<u>If one player put a trump card,</u>

The winner is who put the trump card.

<u>If two or more players put trump cards,</u>

The winner is who put the most valuable trump card.