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| University of the West Indies |
| COMP 3150 Group Project Proposal |
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| Aaron Yuk Low |
| David Charles |
| Alana Warden |
| Danelle Modeste |
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# Introduction

The COMP 3150 Networking Group Project is to be presented on the 24th of November 2015. Group Members Include:

* Aaron Yuk Low
* David Charles
* Alana Warden
* Danelle Modeste

# The Idea

Using networking principals, we have elected to create an education client server game that uses threads and the TCP protocol. We Plan to illustrate how clients can be blocked and tracked at the server, while making a fully functional educational game that uses a number of programming techniques.

# Proposal

The Description of the Game is as follows.

Given the idea of networking to communicate, we have decided to create a game that can be used on any computer. You, the user, are given two options on the start of the game. These options are to “HOST” a game or to “JOIN” a game. Thus, this means that the Server and Client Files are found on the user’s computer.

## Hosting a Game

If the user has opted to HOST a game, the server files will be launched and the server will begin to run. The features granted to the Host are as follows:

* The user will be able to choose what type of questions are pushed to the players connected to the user’s server
* Manage the user’s own “block list”
* Track the Players in the game, that is, their IP addresses, responses to questions, and if they are connected to disconnected

## Joining an Existing Game

If the user has opted to “JOIN” a game, the client files will be launched. The user will then be prompted to enter the person IP address or if the user has the IP address in his “friends list” the user would simply type in their name. If the HOST is running the user will connect to that Host and the game will commence. The features granted to the client are as follows:

* They will be able to exit the server at any time
* Play the game
* Check score at anytime
* See the highest score for these questions

# Conclusion

The idea is to show a simple networking game using networking principles. For the technical details of this project, it will be included in the “Project Documentation” file. For using the program, it will be included in the “User Manual” file.