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| The University of the West Indies |
| Project Documentation |
| COMP 3150 Group Project |

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# Introduction

This Document entails the technical details of the Project files. It gives a breakdown of each class, its functions and the overall outlook of the project.

The Project is comprised of the following files:

* GameClientTCP
  + Network Client.java
* GameServerTCP
  + GameServerTCP.java
  + QuestionHandler.java

Each User of the Program will have access to each of these files. Using the UI (User Interface), the user will be able to select either “Host a Game” or “Join a Game”. A client and host can disconnect at any time. It must be noted that if a host leaves he will shut down the game server, automatically disconnecting each client.

# Hosting

The following is a breakdown of the HOST files. This includes:

* GameServerTCP.java
* QuestionHandler.java

## GameServerTCP.java

## QuestionHandler.java

# Client

The following is a breakdown of the CLIENT files. This includes:

* NetworkClient.java

## NetworkClient.java

# Notable Information

# Conclusion

Given the breakdown of each of the individual java classes. We have successfully established a TCP connection between a host and Multiple Clients.