ECE 421 Assignment 5 Part 3

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Summary of Functional Deviations

Server

Connecting to a game

We decided based on the to change the way in which clients can connect to games. A client must first create a game and give the game a unique game ID that will be used to index the game in our data store. Another user can search for available games using a button in the main menu. They need to enter their username and the game ID.

Saving a game

On each move of a league game, the game state is POST requested to our server. This way, if any connection is lost or if a user has quit, they can rejoin exactly where they left off. However, we did not implement the ability for user's to "agree" on saving and exiting a game. We did not have time to implement this kind of agreement.