Distributes computing and systmes - project

**Deadlines**:

Project concept: April 30

**Supervisor**: Mr Oleszkiewicz (WO)

**General rules:**

Distributed projects

* The projects are made in 2-person teams (3-person if justified) . In fact, the project implementation is individual but the design and the interface are common.
* The concept design must specify general assumptions, system architecture, class diagrams, behavioral diagrams (state/sequence diagrams), and test plan.
* The design concept must be presented to the supervisor in the middle of the semester.
* Every member implements their part individually, for each member different OS and language must be chosen. The individual parts must cooperate.
* The system must be multi-node. The two or more computers constitute the nodes, additional nodes can run in virtual machines or similar containers (for example separate java virtual machines).
* Final documentation must refer to the concept design, and address the revisions and changes. The report of tests must be included.

**Task:**

3. Game “Mensch ärgere Dich nicht”

Implement game (see: [en.wikipedia.org/wiki/Mensch\_%C3%A4rgere\_Dich\_nicht](https://en.wikipedia.org/wiki/Mensch_%C3%A4rgere_Dich_nicht) for more details). The game can be played by 2, 3, or 4 people at the same time. The game starts when everyone willing to play the game is ready. In a situation where one of the players loses connection with the rest, the pieces of that player should remain on the board. The disconnected user should be able to return to the game. When the user is disconnected, its movements are skipped, and the next connected players make their moves.