Project#5 Description

Team Number: 3

Section: 12:30 pm

Members: Spancer Guo, Jiajie Lin, Xichen Liu, Hongcheng Wu

The project#5 will be a multi-player-playable Black Jack game. (the game being implemented) The code will be written in JAVA. (language) We will do the Project#5 base on the code from Project#2. (frameworks)

The elements of the game, such as the cards in hand, the cards in deck, the client/server communication and the enable instruction, etc. will be assigned to different group members.

The communication will base on the socket package from JAVA. (how the client/server relationship will be implemented)

When the game gets started, the window will instruct the rule of the game, and provide the options of the number of players, and the number of points that the player who reach the points first will win, so the players can run exact the same number of client-ends to the number that the player choice at the beginning. After selecting the number, the start window will become the server-end, and waiting for the clients to join in.

On the server-end, there will be a text area to display the scores of each player, and number of the cards that each rank left. And there will also be a text field to enter the port number, two buttons to control the server on and off.

On the client-end, there will be a text field to enter the IP address and port number, one button to connect to the server., one button to get inform server that the client-end is ready. Moreover, there will be two button to control quit and play again, this two button will be disabled while the game is in process. And there will be two buttons to inform server if the client wants to keep getting card or not. In some area of the UI, it will display the scores of each player and the cards in his hand except the first card he got which is only shown to himself. At the bottom of the UI, it will display the cards in this client’s hand. (The look and feel of the user interface and anything else you would like to include)