

PSG COLLEGE OF TECHNOLOGY, COIMBATORE – 641 004
Department of Applied Mathematics and Computational Sciences

II MSc CS – Package Abstract

20XW46 - Computer Networks

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Package Title:	Bingo game
Abstract:	
<p>In this project we have implemented a two player Bingo game in python. The bingo scorecard for each player was developed using pygame, which is a module in python for building interactive GUIs. Both the players are treated as clients (in socket programming terms) and send a request to the server in order to be let into the game. The server accepts the connection and the players are now allowed to take part in the game.</p> <p>In the usual Bingo game, the random number is generated by a third person, however since this is a two player game, the players themselves generate a random number and if that number is found in the scorecard, it is crossed. The letters B,I,N,G,O are crossed only if an entire row/column/diagonal is crossed in the players' board. The first one to cross all the letters is the winner. All of this is implemented with the help of sockets and threads. At the end of the game, the server sends a won/lost message to the respective players.</p>	
Tools & technologies:	python sockets, threading and pygame