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1. Code is in the src folder
2. Bash scripts work, if not: 1) Compile the server by tying “javac Server.java” 2)Compile the Client by typing “javac Client.java” 3)Start the server by typing “java Server [Port number]” 4) Start the client by typing “java Client [name] [ip] [port]”
3. How I implemented the protocols:
   1. Register: Registration is automatic when a client connects to a server, it calls the PlayerConnection() constructor, and records the name
   2. List Games: The list of game rooms are kept in a permanent arraylist
   3. Create Game: the player may create a game by joining a game room, which will call the addPlayer() method, this method will pass in an object representing a player connection
   4. Join Game: the player may join a game room by calling the addPlayer() method, and the game will start once there are 2 players, this method will pass in an object representing a player connection
   5. Exit Game: the endgame() method will exit the player from the game room
   6. The player may quit the game by entering “-1”, which will remove the player from the game
   7. The PlayerConnection class will handle all messages from the server to the client
   8. The players may chat, as all invalid options and messages are considered chats.
   9. The player may display a scoreboard by typing 0 in the lobby
4. Documentation about how to play the game
   1. The player first must choose a room, from 1-3, and once the player is in the room, they must wait for another player to join the same room. Once there are 2 players in the same room, each player must pick an option(Rock, paper or scissor), the game room will decide who is the winner, and then send the back to the lobby. Which then they can type -1 to leave the game