

Online Gaming Project 1

TDD-C00225541

Technology:

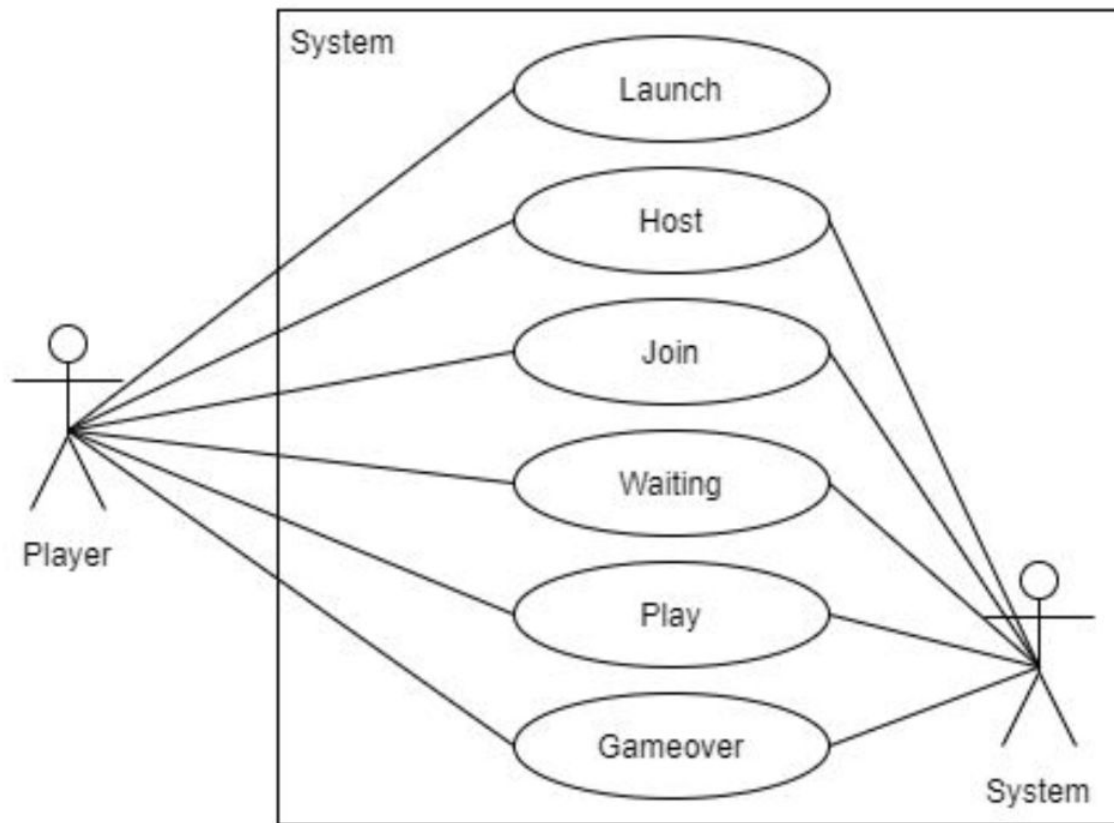
For Project 1 of online gaming, I will be using Visual Studio 2019 as my coding editor using C++.

I will also be working with Winsock as the required plugin for the networking part of this project. This will create the server and client for the game.

The SFML Library will be the rendering library I will use. This will render the circles, ui buttons and text and other objects on the screen.

I also used Doxygen to create a reference documentation of all the classes within the game. This can be found by opening the index.html file in the DoxygenHTML folder

Use Case Diagram



Use Cases:

Name: Launch

Actor: Player

Description: This use case starts when the player begins the game. This will then display a screen with the title of the game above two buttons. One saying Host and the other saying Join. This use case ends when one of the buttons is pressed or the window closes

Name: Host

Actor: Player, System

Description: This use case starts when the player clicks the host button. The system then creates a server. The use case then ends once the server is up and running. It then moves to waiting.

Name: Join

Actor: Player, System

Description: This use case starts when the player clicks the join button in the launch screen. The system creates a Client and then tries to connect to the server.

Name: Waiting

Actor: Player, System

Description: This use case starts either when the player clicks join or host. Here the screen will display that the game is waiting for more players to join. In this case, for two more players to join. This use case ends when two more players join the server. The system then changes the state of the server to Play

Name: Play

Actor: Player, System

Description: This use case starts when the waiting use case finishes. This screen shows three circles, Yellow, green and blue. The screen displays what player to catch, or what player needs to run away. The player uses the arrow jets to move around the screen catching or running away from the other players. This use case ends when a player loses connection to the server or when a player collides with the target player/colour.

Name: Gameover

Actor: Player, System

Description: This starts when the Play use case ends. This screen will display the player that has been caught and by whom. As well as how long they lasted in the gameplay screen. This use case ends when the player closes the window of the game.