

HW1 – Frequently Asked Question (and some possible answers)

Question:

How can I test my player?

Answer:

First, familiarize yourself with the sample player and server, by doing the following:

- *Run the server on your local machine or another computer that you have access to. The End Point for the server will be the IP address of machine on which are running the server and port 12001. Note, use “127.0.0.1” for the IP address if you are some the server on your local machine.*
- *Run the player*
 - *Select “New Game”. You should see a definition, blanks for the characters of the word and the submit button should be enabled.*
 - *Try some other things like getting a hint and submitting a guess.*
 - *Stop the server by type “EXIT” and hitting return*
 - *Exit the player*
- *Look at the logs files created by the player and server*
- *Look at the configuration files for both the player and the server, particularly the user settings.*

Next, try your player with the sample server.

Question:

I’m having a problem getting the sample player and server to work in Window 7. They don’t seem to communicate.

Answer:

If you are running both processes on your local machine, enter 127.0.0.1 as the server address instead of localhost. Localhost may be tied to an IPv6 address. You can edit the sample player’s configuration file (WordGuessPlayer.exe.config) to change the default server host name from “localhost” to “127.0.0.1”, if necessary.

Question:

I can’t seem to get a score above 0.

Answer:

The server computes the score based on the size of the word, number of guesses, time you take get the correct word, and the number of hints the player use. Frankly, the archaic word in the word list, you'll be doing good to get any score above 0. You can change that the parameters that tune in the server's computation by editing the WordGuessServer.exe.config file.

Question:

What port is the WordQuessServer listen for request on?

Answer:

By default, the WordQuessServer is listening on port 12001. You can change that by editing the port setting in the WordQuessServer.exe.config file.

Question:

How can I test my player's receipt of an error message?

Answer:

Send the server a malformed request, e.g. a guess message with a bad game id or a message of an unknown type.

Question:

How can I see what messages are being sent between the client and server?

Answer:

Use network traffic sniffer, like wireshark.