Feature Checklist

**Basic Requirements Required for Pass (40% or greater)**

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|  | **Requirement** | **Level of Implementation/Details** |
|  | **Submission requirements** |  |
| R4 | Submission contains ‘Client’ and ‘Server’ folders inside the zip file | Yes |
| R5 | Code runs on any computer in MS214 or MS215.  **Note:** you should not hardcode a path or IP address in the code that you write. Any path should be relative to the location of the executable | Yes – Ip address is not hard coded |
| R6 | Solution interprets/builds without any errors or warnings | Yes |
| R7 | Implementation Log provided in zip file | Yes |
| R8 | Feature checklist provided in zip file | Yes |
|  | **Networking Requirements** |  |
| N1 | Synchronous bidirectional communication between client and server. | Yes |
| N2 | Connection and disconnection are handled without errors on the server side. | Yes Error handling is included |
| N3 | Error handling and message content verification are handled on the server side. | Yes |
|  | **Security Requirements** |  |
| S1 | Network traffic is encrypted using a standard algorithm using [a pre-shared, entered, or non-negotiated key]. | Yes Ceasar Cipher |
|  | Application Requirements |  |
| A1 | Implements at least 2 states that alter the behaviour of the system based on user input. | Yes – main menu and game running state |

**Additional Features Required for Grade of 50% or Greater**

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|  | **Requirement** | **Level of Implementation/Details** |
|  | **Networking Requirements** |  |
| N4 | Multiple clients supported by a single server. | Yes threading is implemented |
| N5 | Error handling and message content verification are handled on both the client and server side (replaces N3) | Yes client has error handling |
|  | **Security Requirements** |  |
| S2 | Key is negotiated using an appropriate mechanism such Diffie-Hellman (modifies S1 component in []) | Yes key is negotiated using Diffie-Hellman. |
|  | Application Requirements |  |
| A2 | Implements at least 1 complex state that allows data to be stored between sessions. | No |