Submission Worksheet

CLICK TO GRADE

https://learn.ethereallab.app/assignment/IT114-003-F2024/it114-milestone-4-trivia-2024-m24/grade/ma2633

Course: IT114-003-F2024
Assigment: [IT114] Milestone 4 Trivia 2024 M24
Student: Mohamad A. (ma2633)

Submissions:

Submission Selection

1 Submission [submitted] 12/11/2024 11:48:53 PM

Instructions

COLLAPSE

- Implement the Milestone 4 features from the project's proposal document: https://docs.google.com/document/d/1h2aEWUoZ-etpz1CRI-StaWbZTjkd9BDMq0b6TXK4utI/view
- Make sure you add your ucid/date as code comments where code changes are done
- All code changes should reach the Milestone4 branch
- Create a pull request from Milestone4 to main and keep it open until you get the output PDF from this assignment.
- Gather the evidence of feature completion based on the below tasks.
- Once finished, get the output PDF and copy/move it to your repository folder on your local machine.
- Run the necessary git add, commit, and push steps to move it to GitHub
- Complete the pull request that was opened earlier
- Upload the same output PDF to Canvas

Branch name: Milestone4

Group

Group: Away
Tasks: 1
Points: 2.5

COLLAPSE

Task

100%

Group: Away
Task #1: Away: Client can mark themselves “away” to be skipped in the turn flow but still be in the game
Weight: ~100%
Points: ~2.50

COLLAPSE

Details:
Screenshots of editors must have the frame title visible with your ucid and the client name.
Code screenshots must have ucid/data comments.

Columns: 1

Sub-Task

100%

Group: Away
Task #1: Away: Client can mark themselves “away” to be skipped in the turn flow but still be in the game
Sub Task #1: Show the UI that allows the Client to toggle their away status

Task Screenshots

Gallery Style: 2 Columns

4 2 1

UI that allows the Client to toggle their away status

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: Away
Task #1: Away: Client can mark themselves “away” to be skipped in the turn flow but still be in the game
Sub Task #2: Show a few examples of the Game Events Panel showing away/not away status in a clear message

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Game Events Panel showing away/not away status in a clear message

Game Events Panel showing away/not away status in a clear message

Game Events Panel showing away/not away status in a clear message

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: Away

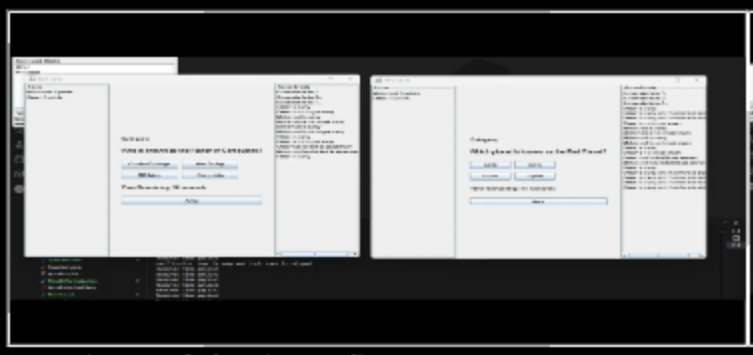
Task #1: Away: Client can mark themselves "away" to be skipped in the turn flow but still be in the game

Sub Task #3: Show a few examples of the User List panel showing a Client away (demonstrate that this changes when the status is toggled)

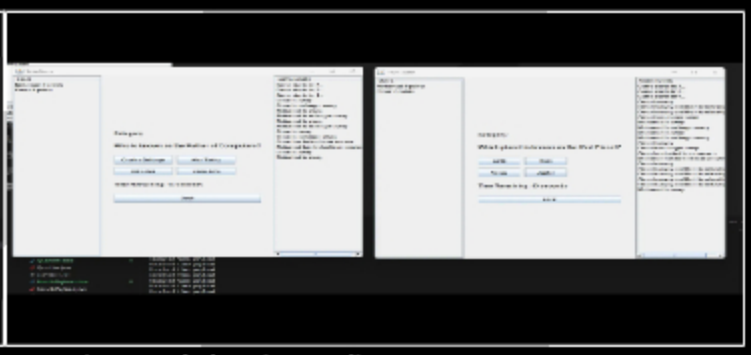
Task Screenshots

Gallery Style: 2 Columns

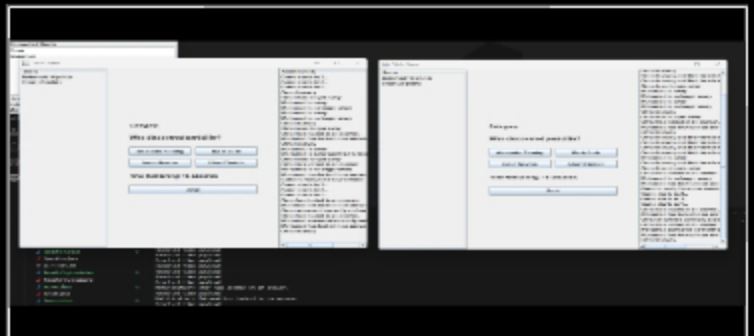
4 2 1



User List panel showing a Client away



User List panel showing a Client away



User List panel showing a Client away

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task 100%

Group: Away

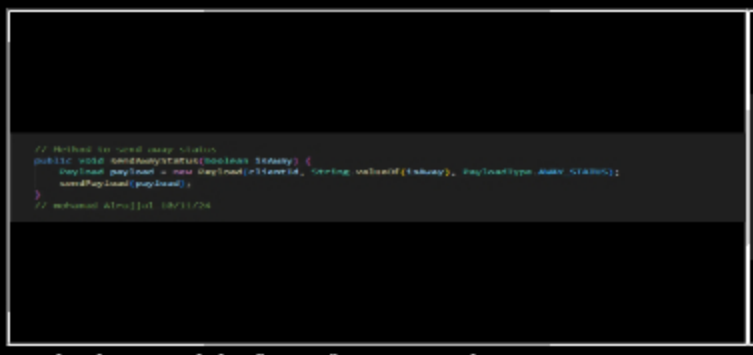
Task #1: Away: Client can mark themselves “away” to be skipped in the turn flow but still be in the game

Sub Task #4: Show the code flow that handles the away toggle (from Client interaction to updating server-side state)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



method to send the "away" status to the server

Method to mark a client as "away"

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

Client Action: A player clicks a button or sends a command to toggle their "away" status. Notify Server: The client sends a message (payload) to the server with the updated "away" status. Update State: The server updates the player's status (isAway) in its records. Create Notification: The server generates a message like "Player X is away" or "Player X is back." Broadcast to All: The server sends this notification to all connected players to keep them updated. Skip Turns: When the game logic runs, players marked "away" are skipped during their turns.

Sub-Task 100%

Group: Away

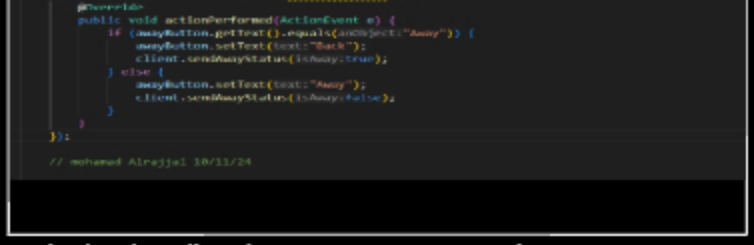
Task #1: Away: Client can mark themselves “away” to be skipped in the turn flow but still be in the game

Sub Task #5: Show the code that handles the Game Events Panel message (from the server-side state changing to sending the payload)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



code that handles the Game Events Panel message

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

i don't understand the requirements for this task but i assumed is the what you need the ui handling

Sub-Task

100%

Group: Away

Task #1: Away: Client can mark themselves "away" to be skipped in the turn flow but still be in the game

Sub Task #6: Show the code that handles updating the User List Panel (from Client receiving -> the UI change)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

User List Panel

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

The userListPanel is a JPanel that's used to show all the users in the game. It stacks the users vertically using a BoxLayout set to Y_AXIS. A border is added around the panel with the title "Users" to make it look nice and clear. The panel is also wrapped in a JScrollPane, so if there are too many users, you can scroll to see them all. The scroll pane's size is set to 200x400 pixels to fit properly in the game's layout.

Sub-Task

Group: Away

Task #1: Away: Client can mark themselves "away" to be skipped in the turn flow but still be in the

100%

game

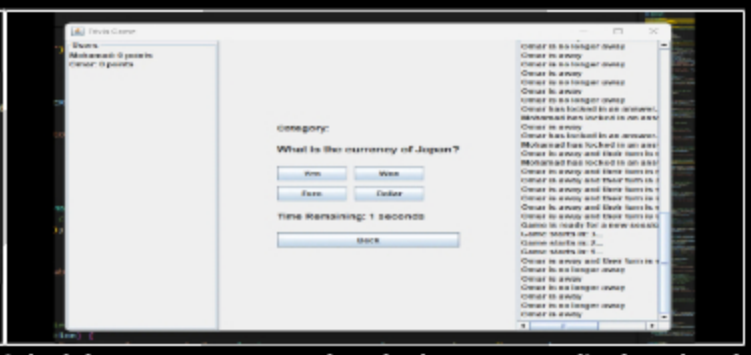
Sub Task #7: Show the project logic that skips/ignores away players (away players can't take a turn) and include a UI screenshot of an applicable message if someone tries the action while away

Task Screenshots

Gallery Style: 2 Columns

4 2 1

project logic that skips/ignores away players



i don't have a UI message but the buttons are displayed and cant take a value until the plyer is back

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

i already have the Away butten and also make the plyer Away but it has some issues also you can say it is half done

End of Task 1

End of Group: Away

Task Status: 1/1

Group

50%

Group: Spectator

Tasks: 1

Points: 2.5

COLLAPSE

Task

50%

Group: Spectator

Task #1: Spectator: Client can join as spectator

Weight: ~100%

Points: ~2.50

COLLAPSE

Details:

Screenshots of editors must have the frame title visible with your ucid and the client name.
Code screenshots must have ucid/data comments.
Spectator control/access logic must be handled in the GameRoom.
They can see all chat but are ignored from turns and can't send messages

Columns: 1

Sub-Task

0%

Group: Spectator
Task #1: Spectator: Client can join as spectator
Sub Task #1: Show the spectator UI and demonstrate how they're blocked/ignored from game actions (turns and messages)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Missing Caption

Caption(s) (required)

Caption Hint: *Describe/highlight what's being shown*

Missing caption(s)

Sub-Task

0%

Group: Spectator
Task #1: Spectator: Client can join as spectator
Sub Task #2: Show the User List Panel representation of Spectators (must differ from active Players)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Missing Caption

Caption(s) (required)

Caption Hint: *Describe/highlight what's being shown*

Missing caption(s)

Sub-Task

100%

Group: Spectator

Task #1: Spectator: Client can join as spectator

Sub Task #3: Show the code logic that blocks/ignores spectators from game actions (turns and messages)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

ode logic that blocks/ignores spectators from game actions (turns and messages)

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

The code checks if the client is a spectator by calling client.isSpectator(). If they are a spectator, it prints a message saying they can't answer. Then it just stops the method with return, so nothing else happens for that client.

Sub-Task

100%

Group: Spectator

Task #1: Spectator: Client can join as spectator

Sub Task #4: Show the code flow of the server-side sending the spectator status to Clients and having the User List Panel updated accordingly

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Show the code flow of the server-side sending the

Show the code flow of the server-side sending the spectator status to Clients and having the User List Panel updated accordingly

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

this code will make the user join as Spectator if the room exists and make the user Spectate the game

End of Task 1

End of Group: Spectator
Task Status: 0/1

Group

66%

Group: Project Specific
Tasks: 3
Points: 4

COLLAPSE

Task

0%

Group: Project Specific
Task #1: Spectator Extra
Weight: ~33%
Points: ~1.33

COLLAPSE

Details:
Screenshots of editors must have the frame title visible with your ucid and the client name.
Code screenshots must have ucid/data comments.

Columns: 1

Sub-Task

0%

Group: Project Specific
Task #1: Spectator Extra
Sub Task #1: Show that a spectator can see the correct answer

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Missing Caption

Caption(s) (required)

Caption Hint: *Describe/highlight what's being shown*

Missing caption(s)

Sub-Task

0%

Group: Project Specific
Task #1: Spectator Extra
Sub Task #2: Show the code related to sending/showing the correct answer to spectators

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Missing Caption

Caption(s) (required)

Caption Hint: *Describe/highlight what's being shown*

Missing caption(s)

Task Response Prompt

Explain in concise steps how this logically works

Response:

Missing Response

End of Task 1

Task

100%

Group: Project Specific
Task #2: Add option to choose which categories will be used for the session
Weight: ~33%
Points: ~1.33

Details:
Screenshots of editors must have the frame title visible with your ucid and the client name.
Code screenshots must have ucid/data comments.

Columns: 1

Sub-Task
100%
Group: Project Specific
Task #2: Add option to choose which categories will be used for the session
Sub Task #1: Show the pre-game screen (can be ready panel) that provides the option for category selection

Task Screenshots

Gallery Style: 2 Columns

4 2 1

pre-game screen (can be ready panel) that provides the option for category selection

Caption(s) (required) ✓
Caption Hint: *Describe/highlight what's being shown*

Sub-Task
100%
Group: Project Specific
Task #2: Add option to choose which categories will be used for the session
Sub Task #2: Show the code that sets and uses the chosen categories in the GameRoom

Task Screenshots

Gallery Style: 2 Columns

4 2 1

how the code that sets and uses the chosen categories in

the GameRoom

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

Collect Player Categories: Grabs all categories players picked. Filter Questions: Finds a question that matches those categories. Ask Question: If it finds one, it shares it with everyone. Handle No Matches: If no question fits, it says no questions are available.

End of Task 2

Task

100%

Group: Project Specific
Task #3: Add ability to add new questions
Weight: ~33%
Points: ~1.33

COLLAPSE

Details:

Screenshots of editors must have the frame title visible with your ucid and the client name.
Code screenshots must have ucid/data comments.

Columns: 1

Sub-Task

100%

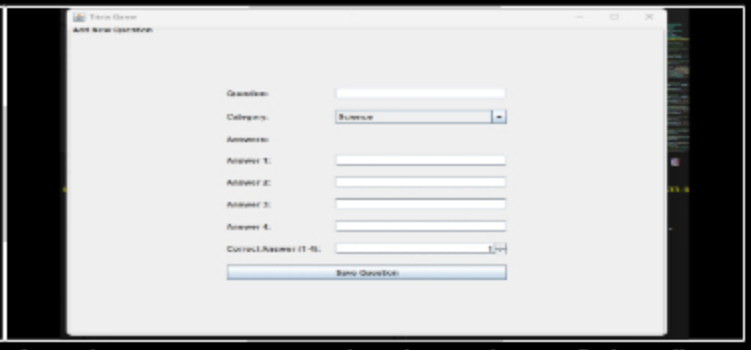
Group: Project Specific
Task #3: Add ability to add new questions
Sub Task #1: Show the pre-game screen (can be ready panel) that allows adding new questions (see details above)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Show the pre-game screen (can be ready panel) that allows adding new questions



Show the pre-game screen (can be ready panel) that allows adding new questions

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task 100%

Group: Project Specific
Task #3: Add ability to add new questions
Sub Task #2: Show the code that handles new questions and properly saves them to a file that can be used later

Task Screenshots

Gallery Style: 2 Columns

4 2 1

handles new questions and properly saves them to a file that can be used later

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

Check Input: Makes sure the question, two answers, and a correct answer are provided.

Save to File: Formats the question details and adds them to questions.txt.

Error Handling: Shows an error if saving fails.

Reset Form: Clears the fields for the next question.

Sub-Task 100%

Group: Project Specific
Task #3: Add ability to add new questions
Sub Task #3: Show a before and after of the questions file and the related terminal output messages showing that the process works

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Show a before and after of the questions file and the related terminal output messages showing that the process works

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Explain in concise steps how this logically works

Response:

here the user will be notified thet the question been added

End of Task 3

End of Group: Project Specific

Task Status: 2/3

Group

100%

Group: Misc

Tasks: 3

Points: 1

COLLAPSE

Task

100%

Group: Misc

Task #1: Add the pull request link for the branch

Weight: ~33%

Points: ~0.33

COLLAPSE

Details:

Note: the link should end with /pull/#

Task URLs

URL #1

https://github.com/Mohamad4322/ma2633-114-003/

URL

https://github.com/Mohamad4322/ma2633-114-

End of Task 1

Task

100%

Group: Misc
Task #2: Talk about any issues or learnings during this assignment
Weight: ~33%
Points: ~0.33

COLLAPSE

Task Response Prompt

Response:

At first, there was no way to send or handle player-selected categories, so we had to add the logic from scratch, both on the client and server sides. Spectators weren't properly excluded from game actions, which caused confusion. We added checks to block their participation and notify them when they tried. There wasn't a clear way to save new questions for reuse. We implemented a system to validate input and store questions in a reusable file format.

End of Task 2

Task

100%

Group: Misc
Task #3: WakaTime Screenshot
Weight: ~33%
Points: ~0.33

COLLAPSE

Details:
Grab a snippet showing the approximate time involved that clearly shows your repository. The duration isn't considered for grading, but there should be some time involved

Task Screenshots

Gallery Style: 2 Columns

4 2 1

WakaTime Screenshot

WakaTime Screenshot

End of Task 3

End of Group: Misc
Task Status: 3/3

End of Assignment