

Course: IT114-006-S2025

Assignment: IT114 - Milestone 3 - RPS

Student: Muhammad K. (muk)

Status: Submitted | Worksheet Progress: 82%

Potential Grade: 6.67/10.00 (66.70%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT114-006-S2025/it114-milestone-3-rps/grading/muk>

## Instructions

1. Refer to Milestone3 of [Rock Paper Scissors](#)
  1. Complete the features
2. Ensure all code snippets include your ucid, date, and a brief description of what the code does
3. Switch to the Milestone3 branch
  1. git checkout Milestone3
  2. git pull origin Milestone3
4. Fill out the below worksheet as you test/demo with 3+ clients in the same session
5. Once finished, click "Submit and Export"
6. Locally add the generated PDF to a folder of your choosing inside your repository folder and move it to Github
  1. git add .
  2. `git commit -m "adding PDF"
  3. git push origin Milestone3
  4. On Github merge the pull request from Milestone3 to main
7. Upload the same PDF to Canvas
8. Sync Local
  1. git checkout main
  2. git pull origin main

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### Section #1: ( 1 pt.) Core Ui

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#### Task #1 ( 0.50 pts.) - Connection/Details Panels

Combo Task:

**Weight:** 50%

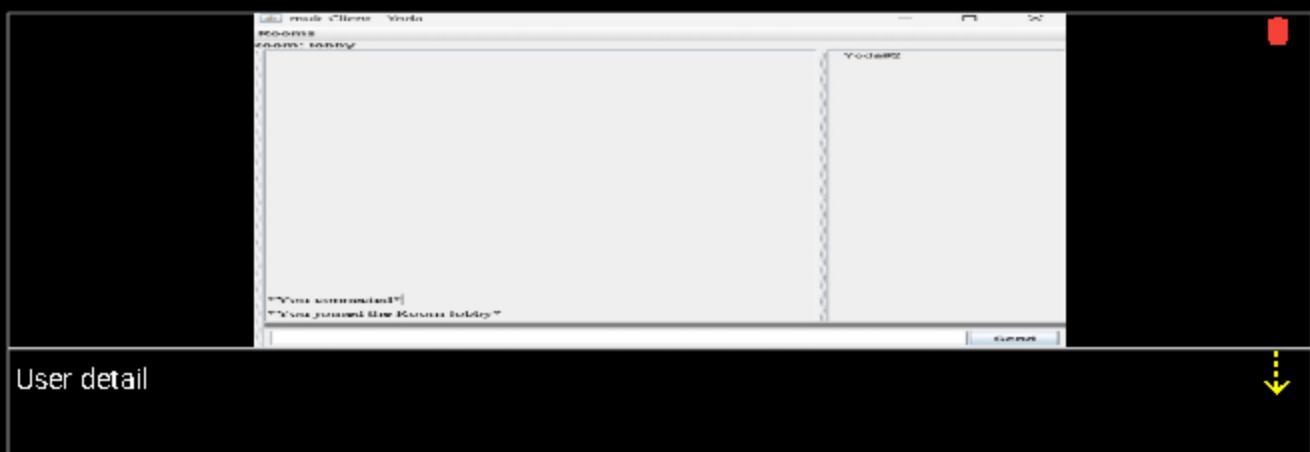
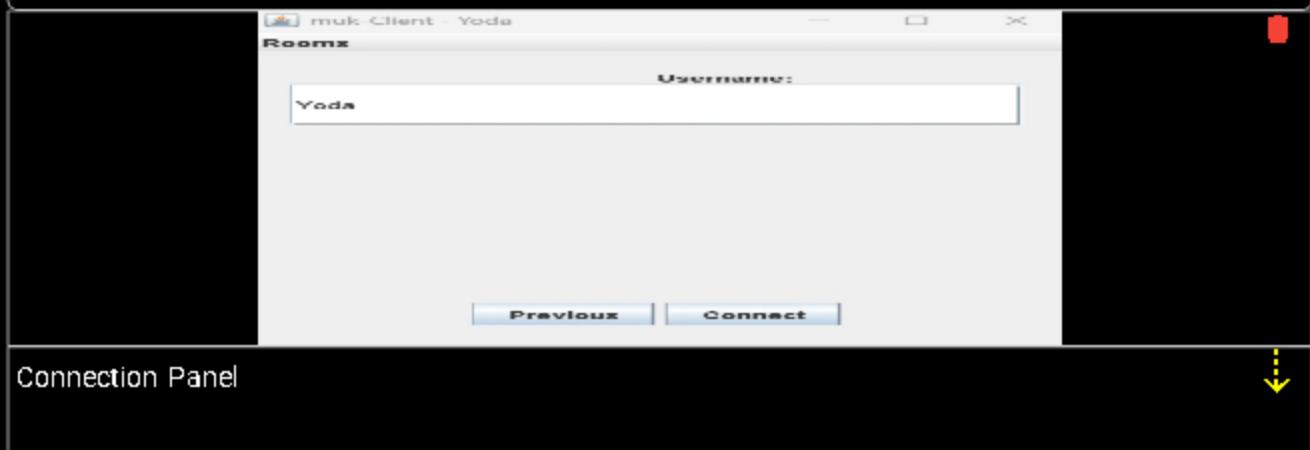
**Objective:** Connection/Details Panels

## ☞ Image Prompt

**Weight:** 50%

**Details:**

- Show the connection panel with valid data
- Show the user details panel with valid data



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## ☞ Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code flow from recording/capturing these details and passing them through the connection process

Your Response:

Inside the UI the user enters their username, host and port with the UserDetailPanel and ConnectionPanel. When connect is clicked on the panel, connect() method is triggered and the user is

connected.



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## Task #2 ( 0.50 pts.) - Ready Panel

### Combo Task:

**Weight:** 50%

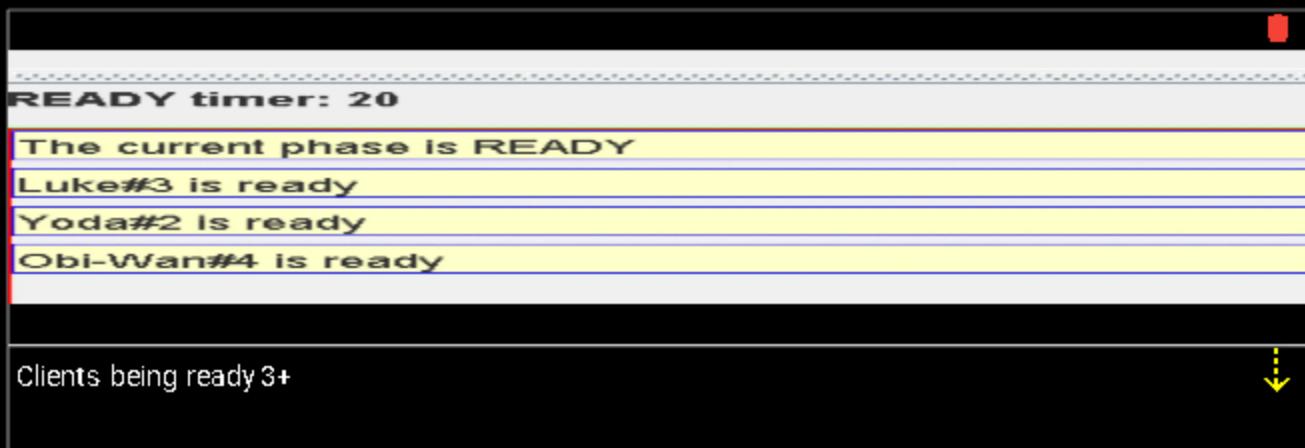
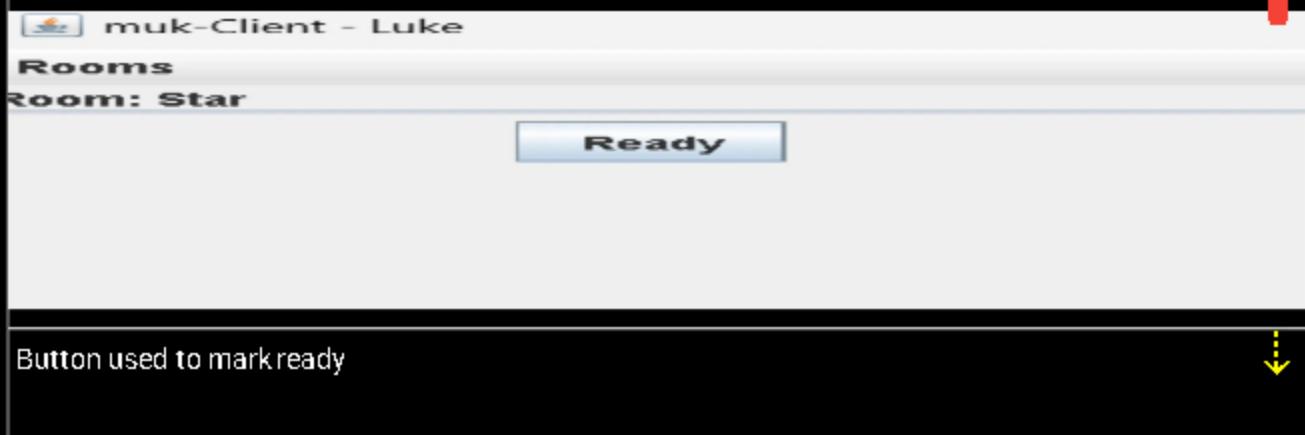
**Objective:** Ready Panel

### → Image Prompt

**Weight:** 50%

#### Details:

- Show the button used to mark ready
- Show a few variations of indicators of clients being ready (3+ clients)





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## ⇒ Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code flow for marking READY from the UI
- Briefly explain the code flow from receiving READY data and updating the UI

Your Response:

As the user clicks the ready button inside the UI, sendReady method is triggered. This sends the Ready status of a user to all clients. Client will handle this message with onMessageReceive(). ChatPanel updates the player's status.



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## Section #2: ( 2 pts.) Project Ui



### Task #1 ( 0.67 pts.) - User List Panel

**Combo Task:**

**Weight:** 33.33%

**Objective:** User List Panel

**Details:**

- Show the username and id of each user
- Show the current points of each user
- Users should appear in score order, sub-sort by name when ties occur
- Pending-to-pick users should be marked accordingly
- Eliminated users should be marked accordingly

## ⇒ Image Prompt

**Weight:** 50%

**Details:**

- Show various examples of points (3+ clients visible)
  - Include code snippets showing the code flow for this from server-side to UI
- Show that the sorting is maintained across clients
  - Include code snippets showing the code that handles this
- Show various examples of the pending-to-pick indicators
  - Include code snippets showing the code flow for this from server-side to UI
- Show various examples of elimination indicators
  - Include code snippets showing the code flow for this from server-side to UI



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## ☞ Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code flow for points updates from server-side to the UI
- Briefly explain the code flow for user list sorting
- Briefly explain the code flow for server-side to UI of pending-to-pick indicators
- Briefly explain the code flow for server-side to UI of elimination indicators

Your Response:

I wasnt able to finish my Project fully.



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## Task #2 ( 0.67 pts.) - Game Events Panel

### Combo Task:

**Weight:** 33.33%

**Objective:** *Game Events Panel*

#### Details:

- Show the status of users picking choices
- Show the battle resolution messages from Milestone 2
  - Include messages about elimination
- Show the countdown timer for the round

### => Image Prompt

**Weight:** 50%

#### Details:

- Show various examples of each of the messages/visuals
- Show code snippets related to these messages from server-side to UI

FURN timer: 25

Countdown timer

Yoda#2 didn't gain a point

Yoda#2 finished their turn  
Round: 16  
Luke#3 didn't gain a point  
Luke#3 finished their turn

User picking their choices



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## → Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code flow for generating these messages and getting them onto the UI

Your Response:

I wasnt able to finish Milestone2 completely.



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50%

## Task #3 ( 0.67 pts.) - Game Area

### Combo Task:

**Weight:** 33.33%

**Objective:** Game Area

**Details:**

- UI should have components to allow the user to select their choice

## → Image Prompt

**Weight:** 50%

**Details:**

- Show various examples of selections across clients (3+ clients visible)
- Show the code related to sending choices upon selection

- Show the code related to showing visually what was selected



Missing Caption



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### ➡ Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code flow for selecting a choice and having it reach the server-side
- Briefly explain the code flow for receiving the selection for the current player to update the UI

Your Response:

Was not able to finish the Project



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## Section #3: ( 4 pts.) Project Extra Features

50%

### Task #1 ( 2 pts.) - Extra Choices

Combo Task:

**Weight:** 50%

**Objective:** Extra Choices

**Details:**

- Setting should be toggleable during Ready Check by session creator
  - (Option 1) Extra choices are available during the full session
  - (Option 2) Only activate extra options at different stages (i.e., last 3 players remaining)
- There should be at least 2 extra options for rps-5

## ☞ Image Prompt

**Weight:** 50%

**Details:**

- Show the Ready Check screen with the option for the host (3+ clients must be visible)
  - Show the related code that makes this interactable only for the host
- Show the play screen with the extra options available
  - Show the related code for the UI and handling of these extra options (including battle logic)



Missing Caption



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## ☞ Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code for the host's option to toggle this feature
- Briefly explain the code related to handling these options including how it's handled during the battle logic
- Note which option you went with in terms of activating the choices

Your Response:

Was not able to finish



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## Task #2 ( 2 pts.) - Choice cooldown

### Combo Task:

**Weight:** 50%

**Objective:** *Choice cooldown*

#### Details:

- Setting should be toggleable during Ready Check by session creator
- The choice on cooldown must be disable on the UI for the User

### => Image Prompt

**Weight:** 50%

#### Details:

- Show the Ready Check screen with the option for the host (3+ clients must be visible)
  - Show the related code that makes this interactable only for the host
- Show a few examples of the play screen with the choice on cooldown
  - Show the related code for the UI and handling of the cooldown and server-side enforcing it



Missing Caption



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### => Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code for the host's option to toggle this feature
- Briefly explain the code related to handling and enforcing the cooldown period (include how this is recorded per user and reset when applicable)

Your Response:

was not able to finish



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## Section #4: ( 2 pts.) Project General Requirements

50%

### Task #1 ( 1 pt.) - Away Status

#### Combo Task:

**Weight:** 50%

**Objective:** Away Status

**Details:**

- Clients can mark themselves away and be skipped in turn flow but still part of the game
- The status should be visible to all participants
- A message should be relayed to the Game Events Panel (i.e., Bob is away or Bob is no longer away)
- The user list should have a visual representation (i.e., grayed out or similar)

#### ➡ Image Prompt

**Weight:** 50%

**Details:**

- Show the UI button to toggle away

- Show the related code flow from UI to server-side back to UI for showing the status
- Show the related code flow for sending the message to Game Events Panel
- Show various examples across 3+ clients of away status (including Game Events Panel messages)
- Show the code that ignores an away user from turn/round logic



Missing Caption

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### Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code flow for the away action from UI to server-side and back to UI
- Briefly explain how the server-side ignores the user from turn/round logic

Your Response:

Did not complete my work all the way



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### Task #2 ( 1 pt.) - Spectators

#### Combo Task:

**Weight:** 50%

**Objective:** *Spectators*

**Details:**

- Spectators are users who didn't mark themselves ready
  - Optionally you can include a toggle on the Ready Check page
- They can see all chat but are ignored from turn/round actions and can't send messages
- Spectators will have a visual representation in the user list to distinguish them from other players
- A message should be relayed to the Game Events Panel that a spectator joined (i.e., during an in-progress session)

## ☞ Image Prompt

**Weight:** 50%

**Details:**

- Show the UI indicator of a spectator (visual and message)
- Show the related code flow from UI to server-side back to UI for showing the status
- Show the related code flow for sending the message to Game Events Panel
- Show various examples across 3+ clients of spectator status (including Game Events Panel messages)
- Show the code that ignores a spectator from turn/round logic
- Show the code that prevents spectators from sending messages (server-side)
- Show the spectator's view of the session
- Show the code related to the spectator seeing the session data (including things participants won't see)



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## ☞ Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code flow for the spectator logic from server-side and to UI
- Briefly explain how the server-side ignores the user from turn/round logic
- Briefly explain the logic that prevents spectators from sending a message
- Briefly explain the logic that shares extra details to the spectator (information normal

Briefly explain the logic that caused extra detail to the spectator (information normal participants won't see)

Your Response:

Was not able to finish my Project



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## Section #5: ( 1 pt.) Misc

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### Task #1 ( 0.33 pts.) - Github Details

Combo Task:

**Weight:** 33.33%

**Objective:** *Github Details*

➡ Image Prompt

**Weight:** 60%

**Details:**

From the Commits tab of the Pull Request screenshot the commit history



Commits



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## Url Prompt

**Weight:** 40%

**Details:**

Include the link to the Pull Request for Milestone3 to main (should end in `/pull/#`)

URL #1

<https://github.com/MuhammadKhan621/muk-IT114-006/pull/6>



URL

<https://github.com/MuhammadKhan621/muk-IT114-006/pull/6>



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## Task #2 ( 0.33 pts.) - WakaTime - Activity

### Image Prompt

**Weight:** 33.33%

**Objective:** WakaTime - Activity

**Details:**

- Visit the WakaTime.com Dashboard
- Click `Projects` and find your repository
- Capture the overall time at the top that includes the repository name
- Capture the individual time at the bottom that includes the file time
- Note: The duration isn't relevant for the grade and the visual graphs aren't necessary

The screenshot shows the WakaTime.com dashboard with the title "Projects - muk-IT114-006". Below the title, it says "Total time 38 hours over the last 30 days for muk-IT114-006 under all environments". At the bottom of the dashboard, there is a section labeled "Overall Time" which displays a bar chart with several colored bars representing different file types or categories. A yellow arrow points downwards towards this "Overall Time" section.

Overall Time

100%

## Task #3 ( 0.33 pts.) - Reflection

**Weight:** 33.33%

**Objective:** *Reflection*

### Sub-Tasks:

100%

## Task #1 ( 0.33 pts.) - What did you learn?

### → Text Prompt

**Weight:** 33.33%

**Objective:** *What did you learn?*

**Details:**

Briefly answer the question (at least a few decent sentences)

Your Response:

In honesty I learned how to create different methods and learn a little about how each java file was connected. I also learned about the different methods that contributed in clients connection, creating rooms, and getting ready. I also noticed how a round would start(even though I did not fully implement RPS)



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## Task #2 ( 0.33 pts.) - What was the easiest part of the assignm

### → Text Prompt

**Weight:** 33.33%

**Objective:** *What was the easiest part of the assignment?*

**Details:**

Briefly answer the question (at least a few decent sentences)

Your Response:

The easiest part of the assingment but not be much for except for the methods I was able to make. These would include winner() method which helped decide how a user would win each round based on the choice they picked in RPS. I was also able to make my /pick command to a certain point but did not complete it.



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## Task #3 ( 0.33 pts.) - What was the hardest part of the assign

### Text Prompt

**Weight:** 33.33%

**Objective:** *What was the hardest part of the assignment?*

**Details:**

Briefly answer the question (at least a few decent sentences)

Your Response:

The hardest part of the assingment was all of it for me. I would sometimes get confused on how a certain class would connect to another. Just coding the core of the RPSwas difficult for me, even though I was able to produce the logic of RPS but was not able to connect it to the command /pick. Even the /pick command I was able to make the easier code by looking at the examples, but did not know how to let the UI know that it exists and what it can actually do.



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