HOME EXAM

Documentation

CANDIDATE 381
AUTUMN 2013

Contents

Introduction:

This is the documentation for candidate 381's home exam in the course INF1060. The assignment is to extend a game created by UIO, based on a sub-game from 1982's arcade game Tron by Midway for Disney.

Assumptions:

I assumed the startup parameters are not a definite. That the user should not have to choose the filename for the saved scores. By memory per gametype I assume single and multiplayer and not one for each speed.

Peculiarities:

Game does not start without parameters, -u for setting –username, -s and –p sets up high score connection, –m and –a sets up the multiplayer connection. High score server handles input with a while loop instead of using getopt. Sends information from client to server via packet struct's all except name, which is sent separately afterwards. Scores and score handling is in highscore server. Adds possible duplicates so not to discriminate possibility of identical scores for a user.

Changes:

The value of BLUE_BLACK has been changed from blue and black to yellow and black due to colorblindness.

Using –s and –p as high score start parameters instead of –hs and –hp as get-opt doesn't support multi character, same for multiplayer's –ms to -a and –mp to –m.

Missing/Lacking:

Multiplayer server only initiate, but does not allow playing. Loading high scores. There is leak in handling username.