**Communication Capstone Project**

You are required to develop a communication project in one of the following tracks:

1. **Client-Server Project:**

* Communication between a server and clients.
* Support for multiple clients concurrently.
* Includes a graphical user interface (GUI).
* Examples: Chat server, multiplayer online game.

1. **Research Project:**

* Research on network behavior.
* Must include a graphical user interface (GUI).
* Examples: Encryption research, network quality assessment, vulnerability research.

If you have an additional project idea, feel free to consult with me, and if it meets the appropriate scope, I’ll approve it.

Project proposals must be submitted by Thursday, February 29th. Proposals should be in a Word document, approximately half a page in length.

The project will be evaluated through a personal presentation. Submission deadline is May 24th.

**Your project submission should include:**

* Presentation of planning stages, including planning documents (no need for a project book, but documentation of the communication protocol is required, such as sequence diagrams and protocol documents), key files, and central ideas.
* Project execution.
* A video demonstrating the project’s usage.
* Responses to questions related to the project domain.

The project constitutes 60% of the final grade.