Submission Worksheet

CLICK TO GRADE

IT114-002-S2024 - [IT114] RPS Milestone 3 2024

Submissions:

Submission Selection

1 Submission [active] 4/22/2024 9:56:51 PM

Instructions

^ COLLAPSE ^

Implement the Milestone 3 features from the project's proposal document: https://docs.google.com/document/d/11SRMo7JkLAMM-PuuiGwI_Z-QXP3pyQ7xN3lRxwmcwCc/view

Make sure you add your ucid/date as code comments where code changes are done

All code changes should reach the Milestone3 branch

Create a pull request from Milestone3 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: Milestone3

Tasks: 9 Points: 10.00

● Basic UI (2 pts.)

^COLLAPSE^

● Task #1 - Points: 1

Text: Screenshots of the following

Checklist

*The checkboxes are for your own tracking

| # | Points | Details |

#	Points	Details
#1	1	Connection Panel
#2	1	User Details Panel
#3	1	Chat Panel
#4	1	Clearly caption screenshots

Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

Chat Panel once user gets connected

Checklist Items (1)

#3 Chat Panel
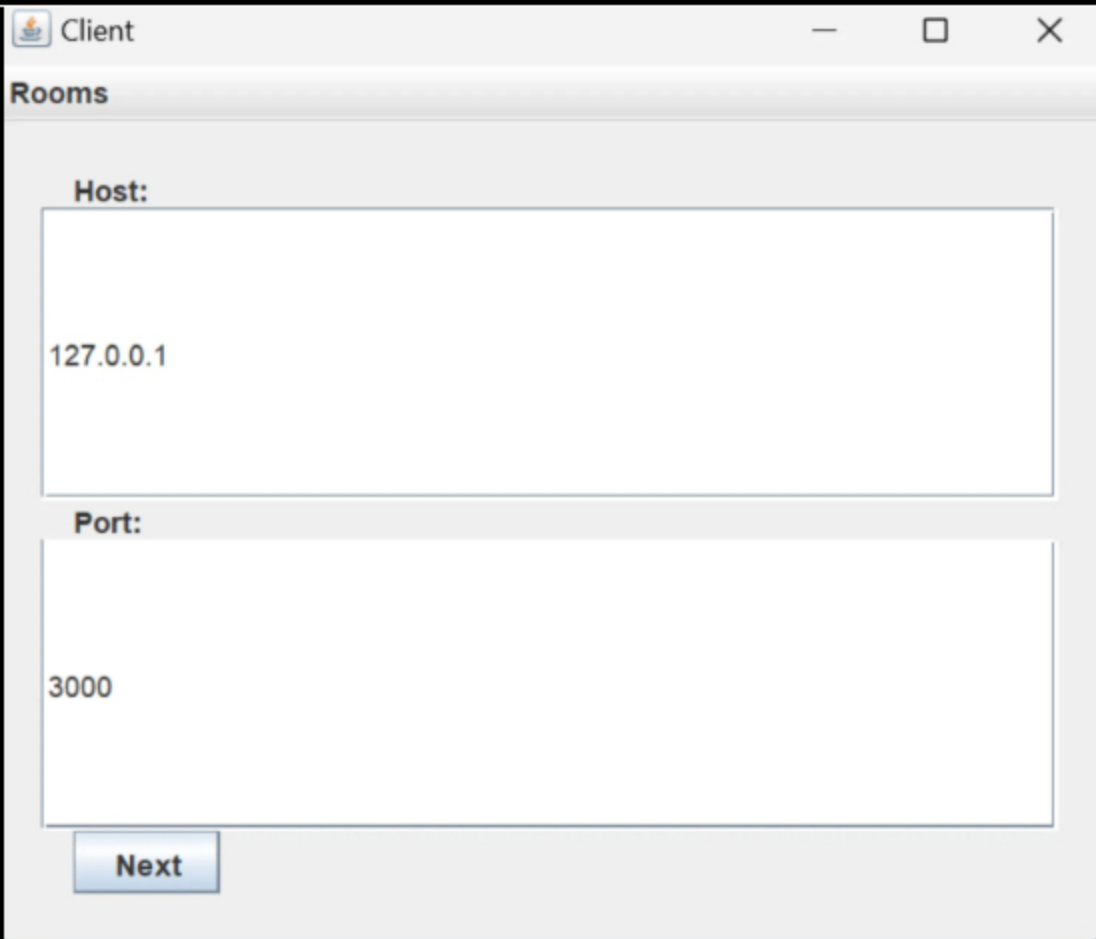
Previous   Connect

User Details Panel

Checklist Items (1)

   #2 User Details Panel

☕ Client   — ▢ ✕   🗑

Rooms

Host:

127.0.0.1

Port:

3000

Next

Connection Panel clear displayed

Checklist Items (1)

   #1 Connection Panel

●   **Game UI** (7 pts.)
^COLLAPSE^

●   **Task #1 - Points: 1**
^COLLAPSE^

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Mark who made a choice for the round (don't sync the actual choice, just that a choice was made)
☐ #2	1	Show the points of each user (include an example where not everything is 0)
☐ #3	1	If using turns, user list should appear in turn order, otherwise, apply the same sorting to all clients so they match
☐ #4	1	Show who is out
☐ #5	1	Clearly caption screenshots

Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

```
INFO: Debug Info: Type[CHOICE], Message
[Rock], ClientId[0]
You have Chosen Rock
Apr 30, 2024 9:08:16 AM Project.Client.
Client$2 run
INFO: Debug Info: Type[MESSAGE], Messag
e[Casca completed their turn], ClientId
[-1]
[Room]: Casca completed their turn
Apr 30, 2024 9:08:16 AM Project.Client.
Client$2 run
INFO: Debug Info: Type[TURN], Message[n
ull], ClientId[1]
Apr 30, 2024 9:08:21 AM Project.Client.
Client$2 run
```

Perfectly displays that the user completed their turn.

Checklist Items (3)

#1 Mark who made a choice for the round (don't sync the actual choice, just that a choice was made)

#3 If using turns, user list should appear in turn order, otherwise, apply the same sorting to all clients so they match

#5 Clearly caption screenshots

[Room]: □[0;33mchurroEli

[Room]: □[0;33mchurroEli

[Room]: 1 Players Left

[Room]: □[0;36mchurroWe

This displays when the user eliminates the other user.

Checklist Items (3)

#2 Show the points of each user (include an example where not everything is 0)

#4 Show who is out

#5 Clearly caption screenshots

ssage[null], ClientId[0]
You are Out!
Apr 30, 2024 9:53:32 AM Project.Client.
Client$2 run
INFO: Debug Info: Type[MESSAGE], Messag
e[churroEliminatesbeagle], ClientId[-1]
[Room]: churroEliminatesbeagle
Apr 30, 2024 9:53:32 AM Project.Client.

```
Client$2 run
INFO: Debug Info: Type[ELIMINATION], Me
ssage[null], ClientId[0]
```

Displays that they are eliminated

Checklist Items (3)

#1 Mark who made a choice for the round (don't sync the actual choice, just that a choice was made)

#3 If using turns, user list should appear in turn order, otherwise, apply the same sorting to all clients so they match

#4 Show who is out

🟢

^COLLAPSE^

Task #2 - Points: 1

Text: Screenshots related to RPS

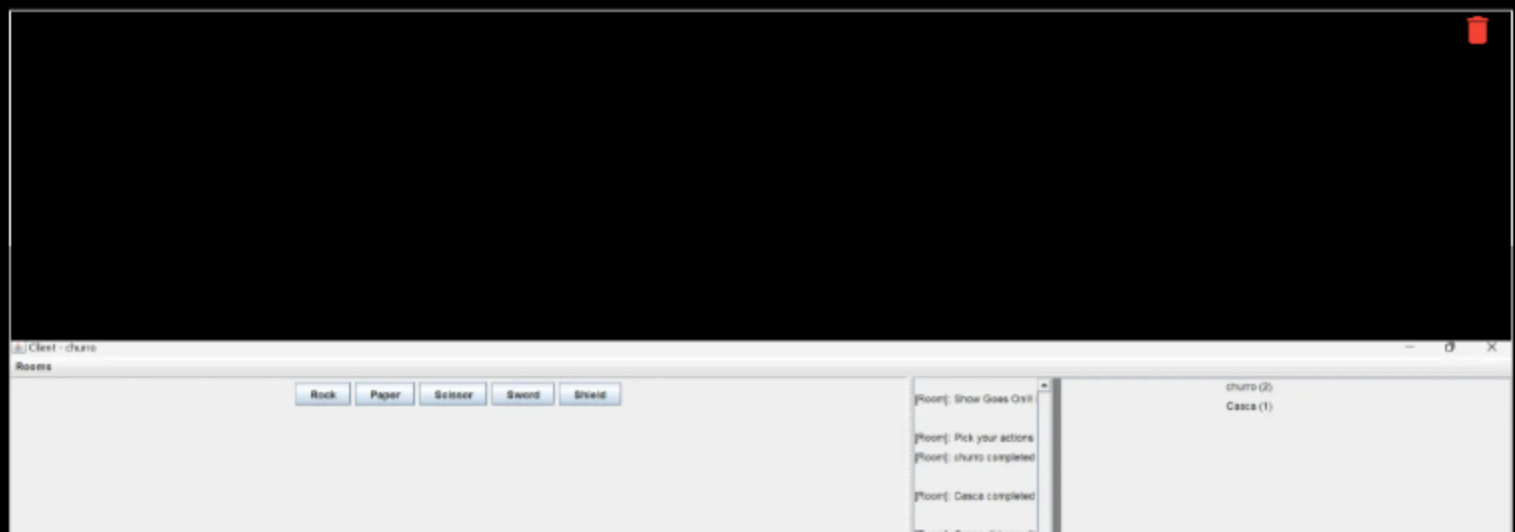### Checklist   *The checkboxes are for your own tracking

#	Points	Details
#1	1	Show the choice area (R, P, S elements) and what was selected by the client
#2	1	Show where the guessing occurs
#3	1	Show where game event messages are shown (i.e., players locking in a choice, battle outcomes A chose X and beat B who chose Y and various permutations)
#4	1	Show the countdown timer of the current round (better to be a separate component than message spam, but either is valid)
#5	1	Clearly caption screenshots

Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

This displays when the user starts in the game

Checklist Items (4)

#1 Show the choice area (R, P, S elements) and what was selected by the client

#2 Show where the guessing occurs

#3 Show where game event messages are shown (i.e., players locking in a choice, battle outcomes A chose X and beat B who chose Y and various permutations)

#5 Clearly caption screenshots

[Room]: □[0;30mCasca,□[

[Room]: □[0;30mchurro,□[

Displays when user does not complete their turn on time.

Checklist Items (0)

[Room]: Casca completed

[Room]: churro completed

this displays when the user completes their turn.

Checklist Items (0)

●
^COLLAPSE^

Task #3 - Points: 1

Text: Screenshots of code related to the client-side data/UI

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Show how you display who made their choice
☐ #2	1	Show how you visualize the points
☐ #3	1	Show how you mark players as out
☐ #4	1	Show how you sort the user list
☐ #5	1	Include ucid and date comments
☐ #6	1	Clearly caption screenshots

Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

ssage[null], ClientId[0]
You are Out!

Apr 30, 2024 9:53:32 AM Project.Client.
Client$2 run
INFO: Debug Info: Type[MESSAGE], Messag
e[churroEliminatesbeagle], ClientId[-1]
[Room]: churroEliminatesbeagle
Apr 30, 2024 9:53:32 AM Project.Client.
Client$2 run
INFO: Debug Info: Type[ELIMINATION], Me
ssage[null], ClientId[0]

displays who is out. also displays who eliminates who

Checklist Items (1)

#3 Show how you mark players as out

[Room]: Pick your actions
[Room]: You Already Chose this!!!
[Room]: fp completed their turn
[Room]: You Already Chose this!!!
[Room]: You Already Chose this!!!
[Room]: You Already Chose this!!!
[Room]: for completed their turn
[Room]: fp did something for the game

[Room]: for did something for the game

[Room]: □[0;33mforEliminatesfp□[0m

[Room]: □[0;36mRock Beats Scissor!!!□[0m

[Room]: □[0;33mforEliminatesfp□[0m

[Room]: 1 Players Left
[Room]: □[0;36mfor We have a Winner!!!□[0m

Shows how the individual gets eliminated.

Checklist Items (5)

#2 Show how you visualize the points

#3 Show how you mark players as out

#4 Show how you sort the user list

#5 Include ucid and date comments

#6 Clearly caption screenshots

Task #4 - Points: 1
Text: Screenshots of code related to RPS

^COLLAPSE ^

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Show the code for the RPS choice area and how it generates payloads to the server
#2	1	Show the code that handles the game event messages
#3	1	Show the code related to the point calculation and display (server-side and client-side)
#4	1	Show how UI is reset each round
#5	1	Include ucid and date comments
#6	1	Clearly caption screenshots

Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

```
        break;
//pd438 4/10/2024
        case CHOICE:
try {
    String playerChoice = p.getMessage();
    System.out.println(TextFX.colorize("You have Chosen "+ playerChoice , Color.PURPLE));
} catch (Exception e) {
    e.printStackTrace();
}
```

This is the code that shows what happens when the user gives the choice in a payload. UI does not need to reset because the options are displayed

Checklist Items (6)

#1 Show the code for the RPS choice area and how it generates payloads to the server

#2 Show the code that handles the game event messages

#3 Show the code related to the point calculation and display (server-side and client-side)

#4 Show how UI is reset each round

#5 Include ucid and date comments

#6 Clearly caption screenshots

● Task #5 - Points: 1
^COLLAPSE^
Text: Explain how the different UI items are handled

Checklist   *The checkboxes are for your own tracking

#	Points	Details
#1	1	Mention the user list parts
#2	1	Mention the choice area
#3	1	Mention the point calculation and display
#4	1	Mention how the countdown display is handled

Response:

Each UI item is uniquely different as it is seperated. Also, timer is dealt in the background as the user is trying to select their choice. Choice area gives the user to be able to see all options.

● Misc (1 pt.)
^COLLAPSE^

● Task #1 - Points: 1
^COLLAPSE^
Text: Add the pull request link for the branch

URL #1

https://github.com/PD438/PD438_IT114_002/pull/14

● Task #2 - Points: 1

Text: Talk about any issues or learnings during this assignment

Response:

The issues that i had with this assignment, was to be able to have options be fully displayed. And i do not know if they wanted me to have a button for the icons to be displayed instead of typing the command.

● Task #3 - Points: 1

Text: WakaTime Screenshot

ⓘ 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
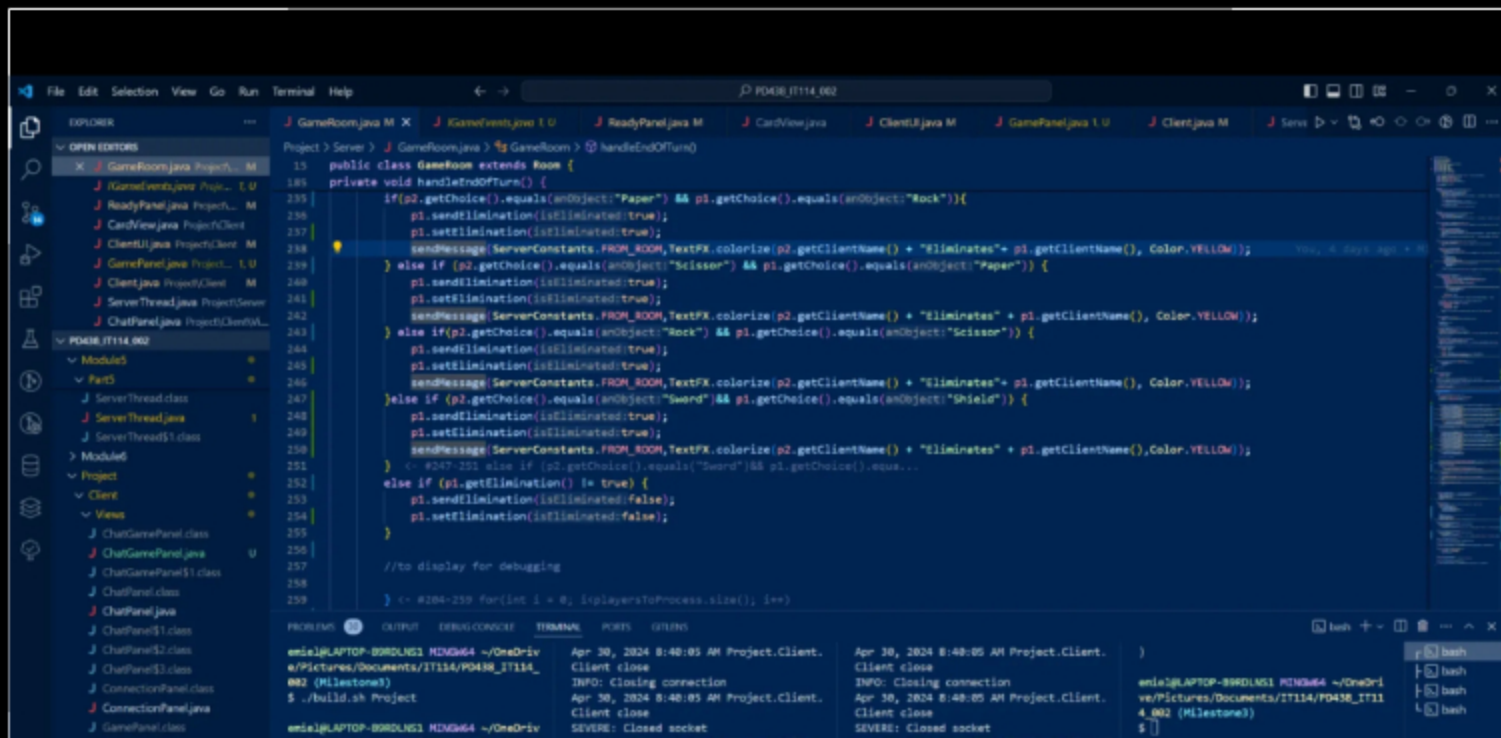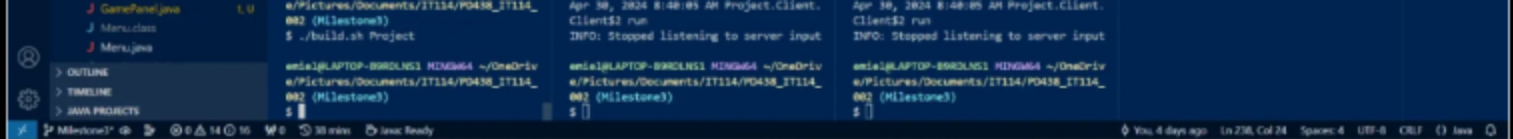
Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

Displaying respository and the wakatime

End of Assignment