COMS 362 Project

Iteration 0: Introduction to the Project

Overview

In this iteration you will get setup for the project.

The project starter code is available at https://git.ece.iastate.edu/com-s-362-s21/cards362.

The code provides a framework for building card games. It runs on a built-in embedded server that is for demonstration purposes only. Many production-level aspects are not accounted for, these include: security, server robustness, UI design, performance, etc. Our purpose is to explore OO design patterns and principles in practice, so we will put other concerns aside and keep our focus on the core of the framework.

One UI feature that is missing is the ability to provision and join a new game. For now, everything is controlled by query parameters on the URL. The host starts a game like this:

http://localhost:8080/cards362/?host&player=1&min=2&max=4&game=PU52MP

- host – indicates the player is the host (initiator) of the game
- player=1 – the host can also be a player, each player has an id
- min=2 – in a multiplayer game min indicates the minimum number of players that need to join for the game to being
- max=4 – the maximum number of players that can join the game
- game=PU52MP – the game to be played, in this case Pickup 52 Multiplayer

Additional players can join the game like this:

http://localhost:8080/cards362/?player=2

When the game is complete the server needs to be restarted to play another game.

Dates

Meetings with you coach begin on the week of March 22. Have all tasks described below completed so that you can demonstrate it to your coach.

Individual Responsibilities

- Install Eclipse.
- Clone your team's fork of the project.
- Confirm that you can run the server.
    - Right click on the project -> "Run As" -> "Java Application" (you can also use the Run button)
    - The framework has no UI for provisioning or joining games, query parameters on the URL are used to setup a game.
    - Open a web browser tab and join as the game host: http://localhost:8080/cards362/?host&player=1&min=2&max=4&game=PU52MP
    - Open another tab and join as the second player: http://localhost:8080/cards362/?player=2
    - Each player should have the same view of the cards but see only their score that indicates how many cards they picked up.
- Add your name to the README.md file. Commit and push your changes to your teams fork. You may encounter a merge conflict with your teammate's commits, this is good practice on using git.
- If you have issues with any of these steps ask you teammates and coach for help, don't delay getting setup.

Team Responsibilities

- Create a git repository on https://git.ece.iastate.edu and fork https://git.ece.iastate.edu/com-s-362-s21/cards362
- The repository must be private, all forks made by individual team members must also be private.
- Add your coach and tancreti to the repository group.