**Universe**

Comm

Games

Model

Land

Population

Event

Grain

Model

CLIENT

SERVER

UI

Games

Comm

Controller

By Monday:

* Start a Game (not be able to play through completely)
  + UI receives user input
  + Comm sends a message from the client to the server
  + A game is created by the controller

The game:

* Display “User Name:”
  + User inputs their name
* Comm sends message to server with:
  + User name
  + Start-up message
* Controller starts the game
* Comm sends a message to the client saying:
  + Game initializing
  + Game number
* Display “Game #\_ assigned to \_\_\_\_\_”

Comm:

* Int QStat();
* String QGetNextMsg();

LEN[lengthofmsg].TYPE\_\_\_\_\_.DATA

|  |  |
| --- | --- |
| Message Types | |
| USER2CONT | START LOGIN USERNAME |
| USER2GAME | STATUS |
| USER2COMM | INIT NUMBER LOGIN |
| CONT2USER | STATUS |
| CONT2GAME(FUNCTION) | INIT NUMBER LOGIN |
| CONT2COMM | STATUS |
| COMM2CONT | STATUS OPTIONS |
| COMM2USER | STATUS OPTIONS |
| GAME2USER | INIT NUMBER LOGIN |
| GAME2CONT(FUNCTION) | STATUS NUMBER LOGIN |