System Programming (MEEC/MEAer)

Project Assignment 2019/2020

Group _____   Students: Mauro Pungo   Grade 19/20

Server minimum functionalities • Server that reads the board • Accepts multiple clients • Sends board to clients • Receives characters movements • Send character updates to clients • Correct movement **Client minimum functionalities** • Client reads movements • Client updates board • Color assignment •	**8.0 Values**	**Concluded/Correct (100 %)**
player connection • kick out if there is no space • update of the number of fruits • unique ID	**+ 0.5 Values**	**Concluded/Correct (100 %)**
<mark>**2 movements per second**</mark>	**+ 1.0 Values**	**Concluded/Correct (30 %)** **Funciona mal. Implementação parece adequada**
Character inactivity (30 s + random)	**+ 1.0 Values**	**Concluded/Correct (100 %)**
Fruits eating	**+ 0.5 Values**	**Concluded/Correct (100 %)**
Superpowered pacman • Transformation • Counting of fruits	**+ 0.5 Values**	**Concluded/Correct (100 %)**
Character interaction (MM MP SPM) • Same player • Monster – pacman • Superpowered pacman - monster	**+ 1.0 Values**	**Concluded/Correct (100 %)**

Bounce on bricks	**+ 0.5 Values**	**Concluded/Correct (** **100** **%)**
Bounce on walls	**+ 0.5 Values**	**Concluded/Correct (** **100** **%)**
Game score board sending	**+ 0.5 Values**	**Concluded/Correct (** **100** **%)**
player disconnect (release resources • Correct disconnect of clients • Correct management (destruction) of threads, sockets, memory • Update fruits	**+ 0.5 Values**	**Concluded/Correct (** **100** **%)**
Project organization/quality • Correct structures (threads, communication channels) • Use of the correct algorithms • Correct code organization • Efficient communication	**+ 1.0 Values**	**Concluded/Correct (** **100** **%)**
Synchronization • Definition of the various critical regions and implementation of correct synchronization	**+ 2.0 Values**	**Concluded/Correct (** **100** **%)**
Errors treatment • Verification, correction of communication errors • Verification, correction of execution errors	**+ 1.0 Values**	**Concluded/Correct (100 %)**
Code Structure • Correct implementation of suitable function to encapsulate functionalities	**+ 0.5 Values**	**Concluded/Correct (** **100** **%)**
Report	**+ 0.5 Values**	**Concluded/Correct (100 %)**

Discussion	+ 0.5 Values	Concluded/Correct (**100** %)

Tempo extra usado para:
- Movimentos superpacman + interações
- Contagem das frutas
- Janela do servidor
- Limpeza dos recursos