Part 1: Trivia Game Server

Original Team Members: Josh Lee and Ross Mitchell

Josh Lee: Overall design, initial UML diagrams, UML updates. Developed UserRegistrationServer, HadableObject, TCP\_Sock, TriviaGame, TriviaGameServer, TriviaGameServerDriver, TriviaMessage, and UDP\_Sock classes. Also developed the interfaces and made CSVAccess, TriviaGameServer, and UserRegistrationServer into singletons.

Ross Mitchell: Network Diagram, UML updates. Developed ActivePlayerList, Answer, CSVAccess, Player, and Problem classes. Also wrote much of the documentation.

For full details on project see the GitHub link🡪 <https://github.com/Ross14487/CSCI_466_Project_1>.

Part 2: Trivia Game Client

Team Members: Nikki Espinosa, Josh Lee, and Ross Mitchell

Nikki Espinosa: User Interface—InitialDisplay and GamePlayDisplay classes. Wrote some TriviaGameDriver. Integration of the interface classes with Registration and TriviaGame classes. UML updates, and final UML for client. Troubleshot code.

Josh Lee: Overall design, initial UML diagrams, UML updates. Developed UserRegistrationService, AnswerMessage, BasicUserMessage, BuzzerQueryMessage, CorrectAnswerMessage, Message, OpcodeOnlyMessage, QuestionMessage, RegisterUserMessage, ServiceInterface, StatusMessage, TriviaGameService, UserIDMessage and UserInformationMessage classes. Also developed the interfaces and wrote most of TriviaGameDriver. Troubleshot code.

Ross Mitchell: = UML updates. Developed RegistrationSystem, and TriviaGame classes. Also wrote much of the documentation. Troubleshot code.