Final Project Write-Up

The first decision I made for this project was going with Swing over FX. I prefer Swing to FX and wanted to work in a comfortable environment as the GUI was not really the point of this assignment in my opinion. The next decision I made was the game: Rock, Paper, Scissors. It’s simple and I figured it would be easy to implement. Two players, three choices, three outcomes. I decided also to go with a multiplayer game instead of having a client play against the server. The implementation of a session ID system was twofold, I wanted an identifier for the database entries and I wanted to push myself past basic multiplayer connections. In lieu of a screenshot, I have recorded use of the server, client, and database for viewing. The video can be seen here. <https://youtu.be/se-TE9h2iyU>