

A5 CSE2 6

Group: CSE2 6

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2.1

1. The main chessboard: where the chess pieces should be placed
2. Play turn: to show which player should make a move
3. Exit button: to leave the game
4. Sound control: to turn on or turn off the game sound

2.2

We just translate the whole game into an object, and other elements, like game board, are attributes in the game object.

We use all three patterns, using perspective advantages of them to meet the coding requirements. For example, we use Prototype-based constructor to implement game.js in server, as it is easier to achieve inheritance and the objects share functions.

3.3

1. game-start: server sends it to two clients
2. game-won: server sends it to one client(A or B)
3. make-a-move:clients send it to server
4. invalid-drop:server sends it to client(A or B)
5. you-lost:server sends it to one client(A or B)
6. player-type:server sends it to two clients perspectively