

Project Proposal

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Players in this game are given a prompt to draw an image, and this image will be sent to another player's networked device. These players will need to decipher the original prompt. All players will start with a prompt, simple drawing tools for quick drawings. There is a set time for both the drawing and guessing process. The program reveals all drawings with respective prompts and authors before terminating. There are a couple of technologies that will be used for this.

The majority of the project will be in Java, chosen for the Swing framework. Java, and the Swing framework, provide the useful utilities for illustration we need without over complication. The program process begins as a prompt will be general, and a field for drawing will be provided. Once a drawing has been completed or a set time elapsed, drawings are sent to networked devices.

For the needs of this application, both a peer-peer network and a client-server network were considered. A peer-peer network was chosen to send the needed images and prompts, as it requires minimal overhead. This network will handle processes such as sending drawings, as well as sending original prompt and author information. After all drawings and required data is displayed, the program will terminate.