**Team 26**

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We started off by making a folder called “dict” that would contain csv files of words starting from A through Z. The server would access this folder and check if a valid word was entered by the player who had to select the word for the round. The ClientGUI contains buttons and based on the word that was entered, certain buttons will be disabled if the letter does not exist in the word. The serverGUI has a server on and server off button to handle turning the server on and off. The IP address and Port number are set by default. After the server is setup, it takes you then right after to a scene with a text field that prints out messages of what each player plays and has a button to disconnect the server. On the client side, IP number and port number are also setup by default. The client will then see a screen with letters presented as buttons and the player who is entering a word will see a textbox. As well once a winner is decided it will tally up who was won how many points and begin to keep track of the players scores above the text area. The player who picked the word will have the chance to send to all the other players a hint be it a msg or sound or picture it can also be a bogus hint to try and steer them from getting the right answer because they get to gamble some points they get to say this game will end with Player 2 winning and if they do they get 3 points while player 2 will get two points and all the other players will lose 1 point, the person who picked the word will not lose any points. The game is played until one player has gotten 8 points in total and will be declared a winner. As Player 2,3 and 4 guess the word by getting to pick only characters each time they guess wrong an image will begin to start getting completed and once it is completely finished the round will end and everyone will lose a point including the person who picked the word. And appart from this all the other players will be notified what character was played by another player and even if say the word was "AARDVARK" and player 2 chose A it will only fill in the first A and not the others so P3 and P4 can all choose 'A' again too and end up with "AA\_\_\_A\_\_", but then if another player picks 'A' again the picture will be modified hence getting closer to a GAME OVER but after this the CHARACTER 'A' will become invisible (note: All the characters in the alphabet will be buttons in the Client's GUIs) and will make it impossible for another player

to pick it. The game will continue until a victor is crowned and players can only be left at a minimum of -10 points after that they cannot be penalized or maybe if they get -15 points they get kicked out from the server.

How to play the game.

1.Start the server and turn it on

2.Start a client or up to 4 clients

3.The client will be given a unique identifier

4. One of the clients will enter in a word which will be checked in the dictionary by the server.

5.The other 3 clients will then take turns to guess the word, one letter at a time.

6. The letters will be disabled if the guessed letter does not exist in the word and a warning will be given to the clients letting them know that they guessed the wrong letter.

7. If enough warnings are given, the word will be revealed, and the clients will lose

8. If the clients were able to guess all the letters correctly, they win.

