ECE419 Lab 3

Zeeshan Qureshi   Jaideep Bajwa

22 Mar 2013

Requirements

- Ant (build sytem)

- Ivy (dependency management)

- Guava (event bus)

- ZeroMQ (Distributed Message Queue)

- ZooKeeper (Distributed Coordination Service)

Usage

Install dependencies and build project:

```
$ ant
```

Run Clients:

```
$ ./client.sh localhost 8000 {client-port} {game-name} [player-name]
```

Design Decisions

For this lab we decided that we did not want to complicate the design a lot and thus only support adding clients at the start of a game. Once a player makes a move the game starts and no other clients can join. We use the deterministic property of the pseudo-random number generator to guarantee that all clients put new players on the exact same spot and orientation in their display.