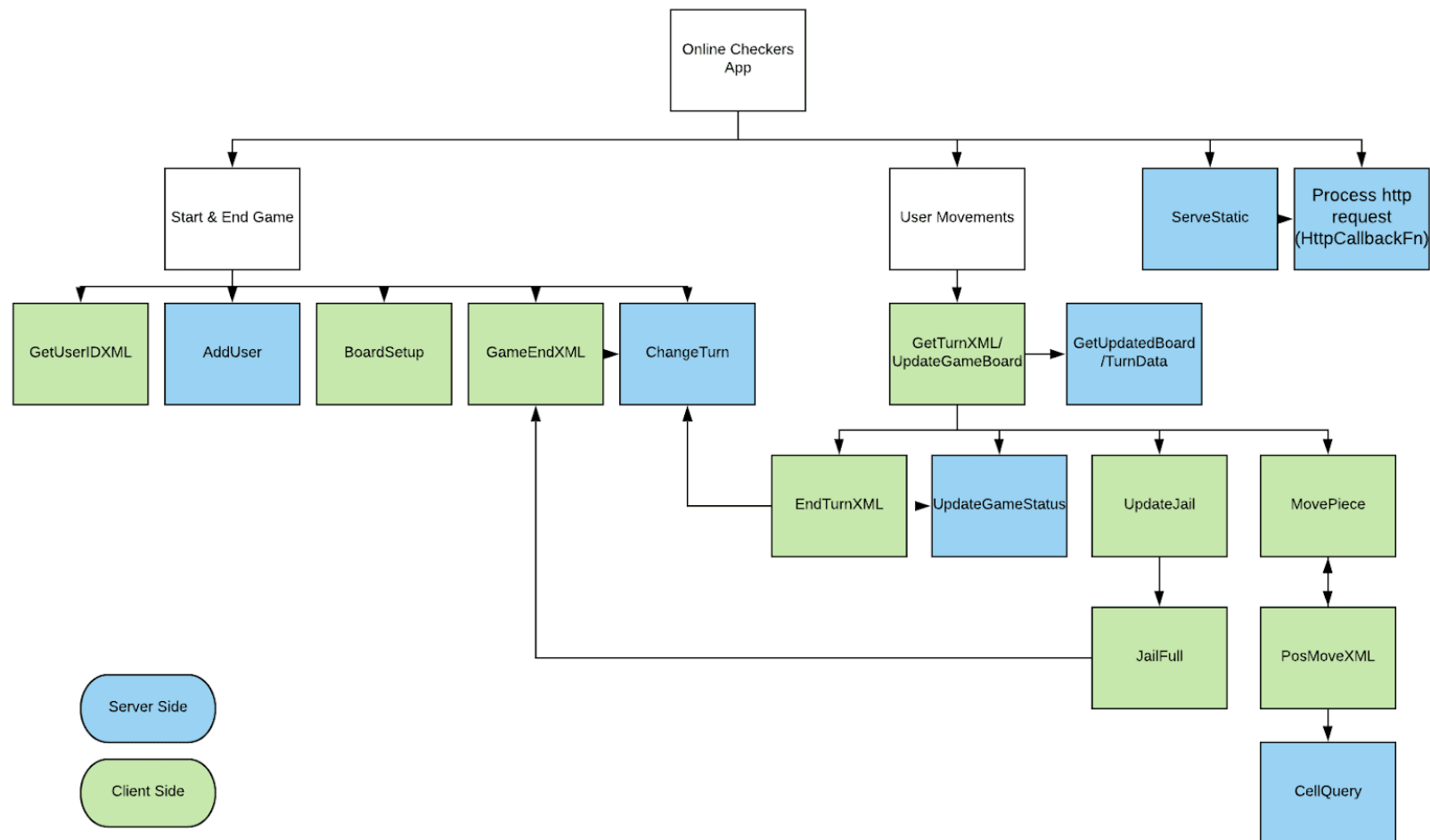


Final Design Document

Team MAE: M(eredith Wegbreit), A(udrey Dawson), & E(mmely Rogers)

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queryGame.js has data structure that holds an object for each playable cell of the game board. Has the regular initial state in the server.

The cell objects include {id: "", color: "", type: "king or regular"}.

User has {id: "", color: "", numJailed: "numberTheyJailed", previousTurnChanges: "listOfCellsChanged"}.

The server keeps track of the current player with currentTurn, which starts with the black player and can be black, red or none.

Client interactions with the Server Overview:

The client sends a **request for client id**.

The client **polls for changes for the current player**. If it is the client's turn, it will request the **piece locations** to update and the new jail count.

The client sends the **changes that it causes at the end of its turn** (the cell objects and the number of pieces it has captured). This information is stored in the other clients object and used to modify the data structure in the server contain all the cell data.

The client will also poll server for **information about certain cells as it runs through the possible movements in its turn** to determine if they are occupied or not and by which color.

SERVER/CLIENT SIDE XML:

