

Cover Page

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Documentation

Instructions:

- On the Server, type in the port you want to listen in on, and press Turn On.
- Then, on each client you want to use, type in the IP Address to connect to, along with the port number, and press Play.
- If a client sees another client online that they wish to challenge, then they type in the client number to challenge above the Challenge button. Then they press Challenge. Otherwise, they wait for someone to challenge them. (If the challenged client is busy, then the client will receive a message saying so).
- Then, the client who challenged someone plays first, and the client who is challenged plays second.
- The server will tell the clients who won.
- Clients can now challenge someone new.
- If the server or clients wish to end their session, they may hit quit.

Changes made to Server GUI:

- Added a listView. Left side of the GUI is the original server log
- Right side of GUI is a list of clients online
- We also don't show player scores anymore, since there are none

Changes made to Server Logic:

- The server no longer keeps track of player scores
- The server will block clients from playing against people who are in a game
- Keeps track of multiple games now simultaneously

Changes made to Client GUI:

- Added some more listViews. In our GUI, at the top are the buttons to select what hand you will play.
- In the middle, the listView displays images of the hands the players played
- At the bottom, the listView is our client log
- On the right side of our GUI, there is also a listView displaying a list of clients online
- We also added a challenge button on the bottom, along with a field to type in who you will challenge

Changes to made to Client Logic:

- We added functions so that the images of the last hand played can be displayed
- We created a new send function, send2, which we use to send challenges from client to server