

Team 17 - 11:00 AM

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Game Description

The game being implemented is called “Java Against Humanity”. The game is rather simple. The game will start with a chosen client, and that client will ask a question of their choice. The question will then be displayed to the other clients. The remaining clients must answer the question. Once all the clients answer the question, the client that asked the question will view each of the answers and choose their favorite. The client that gets their answer chosen will win the round, and they will ask the question for the next round.

Languages and Framework

Currently we will be using JavaFX to implement this game unless we find node.js to be the more optimal choice.

Client/Server Relationship

The relationship between the client and server will be similar to the Rock, Paper, Scissors, Lizard, Spock. The server will allow multiple clients to connect, and the server will announce who will be the asker so all clients will see. Furthermore, the server will display the question asked so the clients will be able to answer. The server will also be responsible for announcing who won the round, and will contain some sort of command that will allow the game to end (possibly an exit button). The clients will essentially handle the player interactions. If a player must ask a question, they will have the ability to type out their question and submit it for the other clients to see. The clients will be able to answer the question by typing their answers in and submit them for all the clients to see. The client that asked the question will be able to view all the answers and choose the client with the best answer.

User Interface

The user interface will contain a simplistic design. The server will simply display text as the game progresses. Moreover, the clients will contain a text field that will allow users to type in their question or answer. The client that asked a question will contain some list that will require the user to choose their favorite answer. This simple design will make the game straightforward and easy to follow for anyone attempting to learn the gameplay.