

# Group 8 – Jeremy Destroyers

## Members

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## Changes made

In the original code, the game was designed specifically for:

1. Only two players
2. The game would continue to run until a player won 3 points
3. After a player won, you could reset the whole game or exit the client
4. If either player left, you must leave the client as well and turn off the server

In the new code, the game is designed for:

1. Versatile number of players. You can change this, but the default value is set to 6. This is modified in the Server file.
2. The game will continue indefinitely under players no longer want to play.
3. There is no score kept for individual players. Winner is actually now determined specifically for just the round, and then resets afterwards.
4. The client GUI now keeps track of all of the players in the server room (They are randomly generated numbers for their IDs)
5. You can now prompt another client GUI that inputting their ID is challenging them. This excludes currently active players.
6. The way the client and server now read objects is more refined in that it is based off of the initial object read. This allows it to receive less or more than the original version, which is specified to 4 objects.
7. There is an interim screen where you can challenge other players.

## Instructions to run

1. Build and run the Server files. Enter in an arbitrary number as the port. This must be a number.
2. Build and run the Client files. Enter in the same number from above as the port, and insert 127.0.0.1 as the IP Address.
3. Repeat step 2. This can be repeated up to 5 more times (maximum 6 players).
4. In the client GUI of any of the Clients, you will see the players you can challenge. In two of them, input their opposite but respective numbers.
5. Play the game by picking two arbitrary values in rock, paper, scissors, lizard, spock. Observe the winner.
6. Click to play again and repeat.