
TRIVIA GAME

CS 342 Project 5

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TEAM 23

John Almazan, Huihan Hu, Michael Lemus, Danny Belmonte, Andrew Ciepiela

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Project Description

Our project will be a trivia game consisting of questions related to cs 342, which could help students study for the final.

Gameplay

This is a four-player game. Players will be shown a series of questions where each will have a chance to answer the question by choosing from four possible answers. They will only have a certain amount of time to answer. Everyone that answers correctly will be awarded points and when a player reaches the maximum amount of points, that player will be declared the winner. See figure 1 for the activity diagram showing the flow of the gameplay.

Implementation

We have used Javafx to create the visual applications for the program. The idea is to have a server that will display questions to the clients (at least 4), which will come from a database that will be implemented to hold all the questions. We will send the messages via serializable objects. The server would then determine who got the right answer with the help of a function and display that to the players. The clients will send their answer to the server via buttons and will see their points and messages that are sent by the server. The server may send the answers that everyone chose back to the clients, so they can see how everyone did that round. Multi-threading will be needed to handle the multiple clients that will join. A timer will be implemented which could be achieved by using java's sleep method.

User Interface

The server window will have a message box which will display all the actions and outcomes of the game, basically the state of the game. There will be music and other bells and whistles. The client window will have a section where buttons will appear with possible answers to a question. In the center of the window, the question will be displayed to the players. The other player's scores would be displayed in this window. A message box would be displayed so that the server can send game instructions to the player. We will also have a timer, either text or image, that shows the player how much time is left to answer the question.

Appendix

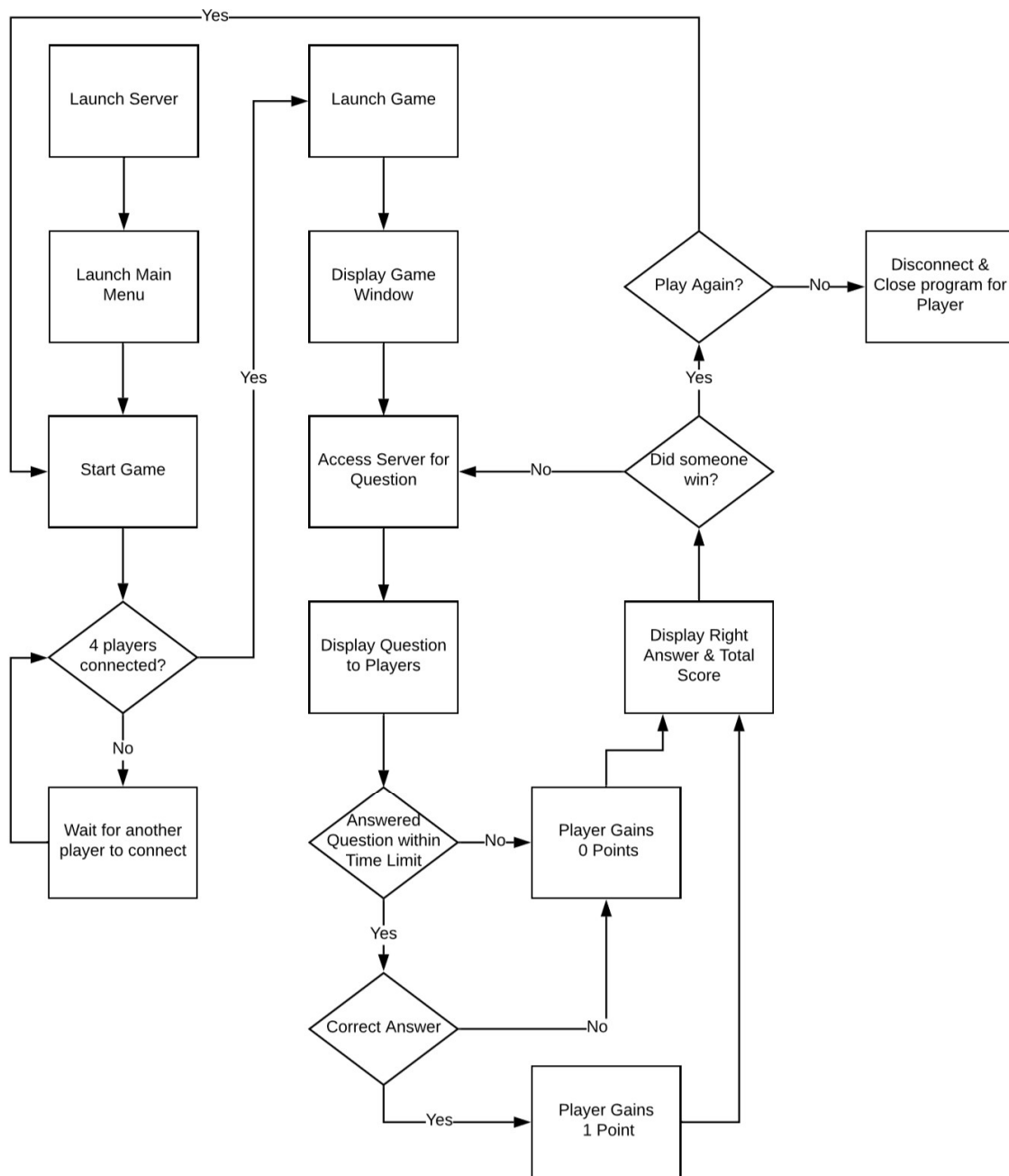


Figure 1: Activity Diagram,
shows the flow of the gameplay

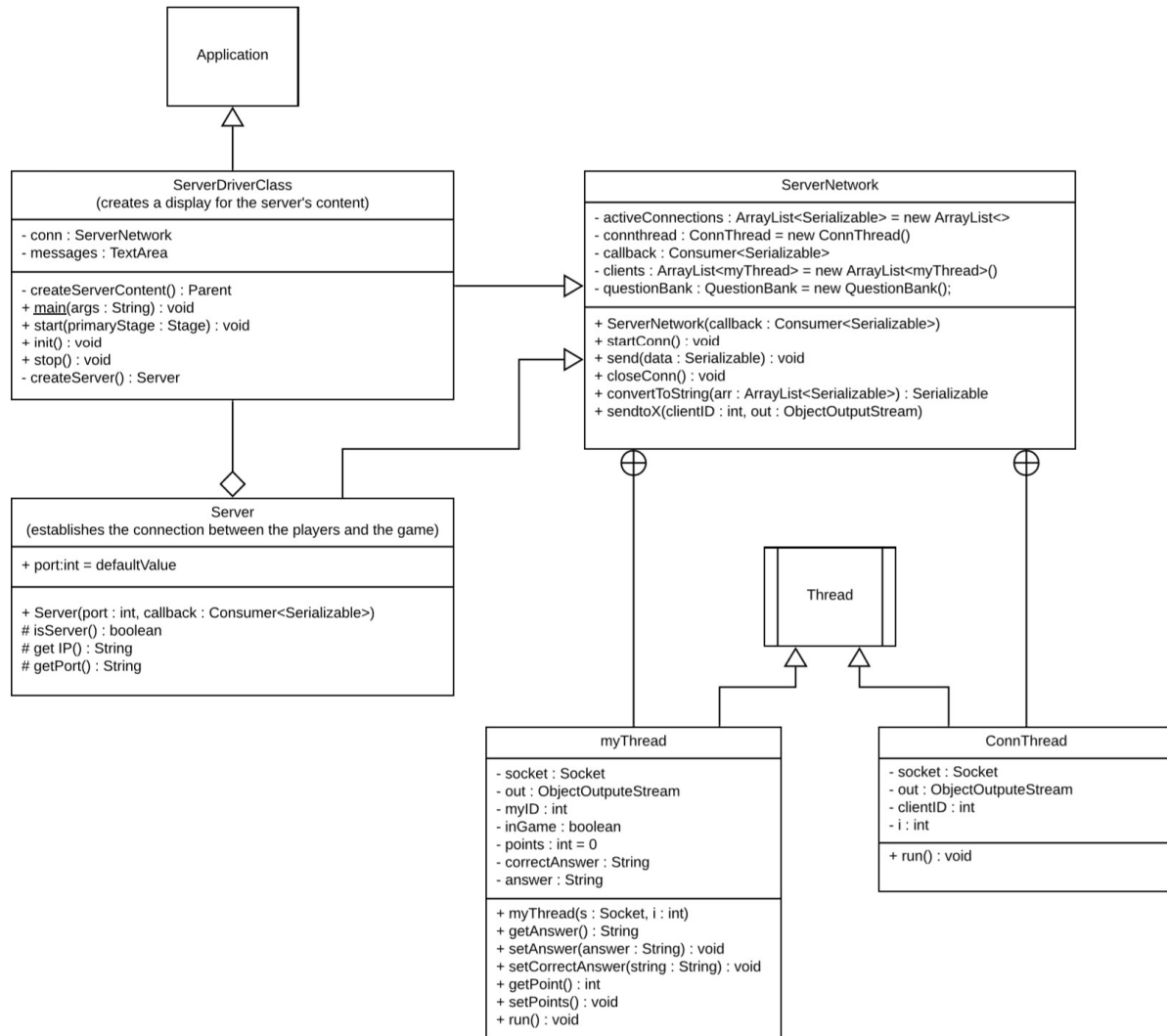


Figure 2: UML,
shows the connections of the objects in the software system