

Peer Review 2: Network Protocol

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Review del Gruppo AM

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1. Positive Points and insights.

We really appreciated the endeavor to specify the different message and the contest they will be used into, clarifying the fact that all the messages will be managed through different classes that extend the class Message.

The creation of a Lobby where the players wait for the start of the game is something that our project could also benefit from.

Moreover we found Insightful how the change of turn must be signaled to every player and made us re-think about the way we want to manage changes in the state of the game.

2. Drawbacks and Ideas

The Communication Protocol as sent doesn't properly clarify some important points:

- Still Connected?

In the document there is no mention of a possible disconnection and the way they wanted to counteract the inactivity of one of the players.

-> Idea: We decided to opt for a parallel thread that exchanges ping and pong messages with the players and signals the player as inactive once the "pong" message fails to arrive after a certain timeout.

- Message Delivery

The Communication Protocol in question doesn't answer the question of how the messages will be conveyed from the client to the server and viceversa. Another problem arises

-> Idea: Specify the data-interchange format that you are going to use

- Serialization

In the file we received there is no mention of how the serialization of the messages is meant to operate, giving us no idea of how they are supposed to be transformed from text to commands inside the game

-> Idea: We decided to opt for the JSON protocol and serialize the messages through the GSON library, facilitating the message exchange through functions the library offers to the developer.

3. Points in Common

Looking at the Communication Protocol we can assert that we thought to manage the messages similarly. Though the approach given in the Protocol remains very general, it made us think about some improvements that we can apply to our Network Protocol.

