

Team 25

11:00 AM Section

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This multiplayer game will be speed based. Multiple clients will each receive a set of three scrambled words. The first to unscramble each word wins the round.

We will be using JavaFX for this game. The server will handle the retrieval and scramble of each word. After doing so, it would send it off to each of its clients. To do this, it will establish a single thread per client connected.

Once the server had sent the words, a round will begin. The server will send a start signal to each client. The client gui would display three text boxes each with a label on top, most likely a VBox display. The labels will start out with a “Waiting...” text label, until each client receives then deciphers each set of three words. Once it does, it will display just one of these words on top of the respective text box. The other two text boxes will be disabled and remain disabled until the user has solved the first word. Once they have, the next one will be enabled with its label just then displaying the second word. Once the user has reached the bottom or solved the last word, they will send a signal to the server. The server will immediately end the round and declare a winner to each of the players: “You Win!” for the winner and a “You Lose!” for the losers.

Since this is a speed game, there will be a count down. Both client and server will have started a clock, with the client gui displaying said clock. The countdown will start at two minute then fall down to 0's. If no client reaches the end by that clock limit, the game will end.