

SWE544 Design Document Diff

11/01/2015	<ul style="list-style-type: none">- Some typos, inconsistent wordings are corrected- WaitingRoom and GameList objects are added- 3.1. Client Object Model is changed. Now includes Player and Watcher objects which are derived from Client- Playing State Machine and Messaging: Some items are removed activePlayerSenderList represents all the users except the active player passivePlayerSenderList represents all the the users except the passive player watchersList represents the watchers of the game matchBroadcastList represents all the users including active and passive player and watchersNew Entry: sockList is a dictionary and any participant be it either player or watcher is added to it. As values of dictionary, socketType and userObject is hold.All the rephrasing regarding the above change are done- Server Leave Request Activity Diagram is changed: send SREQRP message to the client instead of S activity is added- Client Watch Request Activity Diagram is changed: <i>create Watch Object activity</i> is added- Client Play Request Activity Diagram is changed: <i>create Player Object activity</i> is added- Last modification date is added next to Author's name- Client Play Request Activity Diagram. Typo fixed from <i>plaing</i> to <i>playing</i>- Server state machine is modified. A wrong kind of CLOGIN message sent by the client may cause server to respond with a SVRNOK message to the client- Server state machine is modified. State names should be in capital letters but they were not: converted to capital letters
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