

Project 5
CS 342 Trivia Game

Team #18
12:30 PM Section

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Project Description

This project consists of an implementation of a 4-player CS 342 (Software Design) trivia game! A random question pertaining to topics discussed in CS 342 will be given to each client every round and the clients will each have the same multiple choice selections displayed in their GUI. Questions and answer choices can be managed in the server window. These questions will be served to all connected clients.

The game logic will keep track of who correctly and incorrectly answered and their points will be reflected to the clients GUI as well. When 10* rounds have been played, the players will be ranked based on points and the server will notify all the players the rankings.

*Actually number of rounds to be determined

Server GUI:

This will allow you to manage all questions. You can add new questions and create four choices to be presented to clients. You must also choose which option is correct.

Client GUI:

Once you connect and a game has been started, you will be served a question with four choices. Once all clients have answered, you will be served the next question. The game continues until all questions have been asked. At this point, a ranking of all clients will be displayed to show how well you did compared to other players.

We will use Java to implement the game logic and JavaFX to create the GUI.