Ryan Snell
IST 411
May 4, 2015
Team Project: Individual Contribution Report

As is expected in a senior-level Design and Development course in the College of Information Sciences and Technology, a contributed heavily to the development of the team project as well as its testing. I spent the majority of my time on developing the ServerTurnSequencer and ServerTurnController classes to maintain game states as well as automatically change from day to night or night to day as in the real game. In addition to developing these classes, I contributed to other classes and fixed concurrency and thread safety issues as they arose during the development of the program.

After testing the program, I find it to be successful as it is possible to play a networked, multi-threaded version of the game Mafia without a problem. When playing the game in-person, there can be confusion as to who can do what and what to do. However, with a networked, Java-based version of the game, much of that confusion is removed. Once connected, each player has specific prompts tailored to him or her to respond to. Each prompt is very short followed by the username the action is intended for, which makes the game a smooth experience for players.

If more work were to be put into the project, it would be nice to abstract some of the roles out of the classes in order to make the game more extendable. One of the neat things about Mafia is the ability to customize the roles and scenarios. If the roles were further abstracted, it would be possible to use the current framework to create custom scenarios with custom roles for a more enjoyable user experience.