

My contribution to this project came in more of a project managerial role. I was crucial in compiling team reports and enforcing deadlines to complete the project in time. I helped to compile the team report and the included Read Me file. The ReadMe file includes instructions for compiling and running our Mafia game as well as a detailed description of what the game actually does. While I was not as involved in the heavy programming like some of my teammates I helped to dictate rules and make sure that we were addressing thread safety issues. I wrote the team project proposal as well as attended meetings in class to explain our concurrency issues.

I think that our Mafia game was very successful. We were able to implement network and concurrency issues that we discussed in class. We created a virtual version of a popular party game. By playing this game over a network you can connect with friends all over, you no longer have to be in the same room. However, this application can be expanded to include a varying number of players and more roles for players. With more time, we could improve our application to run on multiple platforms such as mobile devices. To do this we would have to make improvements such as adding a GUI to enhance gameplay.