

Much of my contribution to our Mafia project was in the form of programming. To start, our application heavily relies on a chat functionality. Thus, I adapted my IMServer and IMClient code from the Chapter 17 exercises to provide the base for the application. Then, I worked a lot on the Connector classes to have it watch for certain keywords to provide the commands needed for the game to run.

I also added a VoteSequencer class that handles all of the voting that happens during the game. Additionally, I took care of a lot of the actual Network Programming aspects of the game, handling the Participant classes to ensure that we had enough abstraction to allow the server and the clients to all communicate during the game.

Overall, I believe the game we created is successful. You can successfully get through a game of Mafia with no problems, and over a network would make it much more fun since you can do it with friends. Moving forward, we still need to add the ability for more (or less) players to join the game. Additionally, I think an extra layer of abstraction is necessary in order to support more roles; adding more roles allows more players to have some sort of unique role, which makes the game both more engaging and challenging.