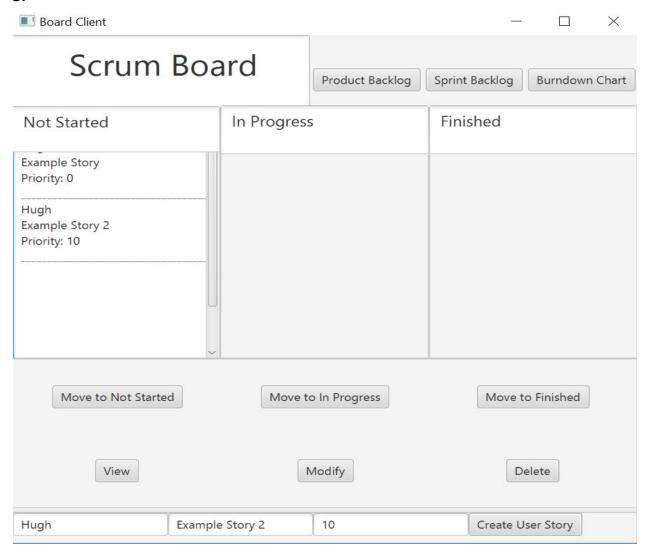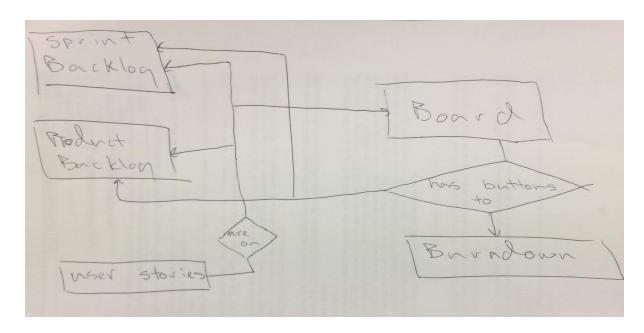Randy Krueger, Cameron Pickard, Chris Wall, Hugh McGinley
Software
HW 8 - Part b

UI

An architectural design model depicting the selected architecture:

How "[a]n executable architectural prototype that minimally shows that data entered or modified on one screen is broadcast (or otherwise distributed) and displayed on the other screens" was implemented:
Using one designated computer as our server, we were able to connect many clients from different computers and have all the changes displayed on every screen. This was accomplished by modifying the given client-server code such that the server and all subsequent client connections were no longer through localhost, but through the IP address of the designated server computer.

How "[b]asic code to support 'record locking'" was implemented:
When a user creates a user story, an FXML object is generated on the screen and stored on the server. Then, when a user selects a user story, we lock it by updating its status on the server side. This prevents any user from modifying a story that is selected by another user.