Joshua Boren

Calvin Kern

Doug Hitchcock is the man

Ethan Hayes

Specify the following:

Project Architecture

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Where will the tasks be performed?

(list tasks and locale)

Communication

What messages will be sent, and what will they contain (exactly)?

How will messages be tested for validity?

(sequence numbers, checksums)

Client/Server state, actions, and behavior

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Use UML state, activity and sequence diagrams to show the interactions between the client and server

Indicate what initiates communications, and how a ‘transaction’ between the server and client proceed and complete.

Include error handling in your discussions and diagrams. (What if the server or client fails to send a valid message?)