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Cmsc 491

When an answer is submitted in single-player, the correct answer is displayed and then the question switches after a 3 second delay. However, for multi-player, there was a large latency issue when attempting to send messages in order to create a sync-ed up switch. This issue led to devices being off by several seconds and the game no longer functioning properly. Therefore, we have set the questions to show the correct answer after 15 seconds, regardless of all uses submitting, and then automatically switch for all after 3 more seconds. Leading to a sync-ed up game.

Issues were had when starting a game, clicking the back button, and attempting another connection, leading the user to become stuck at the connection page. However, if the Quiz is played out entirely this issue is not present. We could not form a solution found after a significant amount of time so unfortunately this issue is still present, so if you wish to connect to peers after starting a game and backing out before the game has concluded, the app must be restarted.