

# Design For Future Networking

## Computer Science 2005      Group Project      Group 4

The project was extensively designed in the pre-coding stage so that from the very beginning it would have a class for each individual module so that any future changes or iterations would be less impactful on the previously existing code (high cohesion). We kept in mind during the decision making process that future iteration of the game may be so that the game does not have to be played on the one computer so we attempted to decouple the code as much as possible (especially that involving game turns) so that it can be changed in future iterations to online or LAN play without compromising the integrity of the rest of the codebase.

Our current design does have a strong base for future networking because of the precautions we took in the decision making process, however would need to make some changes to some classes including:

- Making the settings related class customizable client-side so that each user can use the theme of their choice.
- Changing the move related classes (controller, bidsetter, AI, etc) so that they display and read inputs from multiple networks or machines. As well as so the host cannot control the board when it is not their turn.
- The game board would need to be shared to each individual player and be updated in real time so that everyone's board is the same especially during the bid setting stage as everyone is on a timer and would need to have the same advantage.

Other additions needed to support future networking would be to have separate options for game modes such as single player, local multiplayer, and online multiplayer so that the game does not need to use the networking changes if it is not required.