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Project Overview

The project seeks to implement a Tic Tac Toe game based on the data communication principle with an embedded local server. This project creates a multiplayer game that allows two players to play against each other in real-time over a local area network. The game will incorporate sections dealing with client-server architecture, the exchange of data in real time, and the utilization of networks.

Objectives

- ***Client-Server Architecture*:** Develop a robust client-server model where the game logic runs on the server, and the clients connect to play the game.
- ***Real-Time Data Exchange*:** Ensure seamless, real-time communication between clients and servers to update game states instantly.
- ***User-Friendly Interface*:** Provide an intuitive and engaging user interface for players to interact with the game.
- ***Network Efficiency*:** Implement efficient communication protocols to minimize latency and ensure a smooth gaming experience.
- ***Error Handling*:** Consider possible errors that may occur when running the game and preemptively prevent them from happening.

Key Features

- ***Multiplayer Mode*:** Allow two players to connect to the server and play Tic Tac Toe against each other.
- ***Game State Synchronization*:** Ensure both clients display the same game state at all times through real-time updates.
- ***Chat Functionality*:** Include an in-game chat feature for players to communicate during the game.

- ***Score Tracking***: Maintain and display the score of each player across multiple game sessions.

Roles

1. Command-line Tic-tac-toe game in Python – implementing the game play mechanics (2 people)
    a. SeungJun
    b. Woody
2. Client-server communication – implementing the client-server communication through LAN based on example code from professor (3)
    a. Maddie
    b. Ilona
    c. Patrick
3. Combine 1 and 2 – deciding on the form of messages, testing (2)
    a. Harley
    b. Jueyon
4. PPT + Presentation – (1)
    a. Alex

Schedule

Week 10 (11/04-11/10)
-> Create GitHub reposit
-> Organizing tasks and divide them among the team members
Week 11 (11/11-11/17) => *ongoing*
-> Create repositories on GitHub
-> Write the README that presents our future implementation
-> Prepare the 2 min presentation about it
Week 12 (11/18-11/24)
-> 11/18: presentation about the implementation
Week 13 (11/25-12/01)
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Week 14 (12/02-12/08)
-> Submit the final project