

Peer-Review 2: Protocollo di rete

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Gruppo AM53/ Group AM53

Valutazione del protocollo di rete del gruppo AM26. Evaluation of the socket of the group AM26.

Lati positivi/Positive sides:

It is very well structured and with a good logic and exposition of the chronological process of message exchange, between server and clients (with a good good level of details.)

Lati negativi/Negative sides:

It is not totally clear how actions on inactive Clients are disabled.

And how is the order in which actions are requested considered when changing the progress of the round? And how is the Server handling the lack of information, such as the final (mandatory) choice of the cloud?

Confronto tra le architetture/Architecture comparison:

For the Virtual Client we could better define which functions are present and how they are exploited during the game.

We could better manage the ping/pong phase and increase the level of definition in depth of the turns and the various specific moves, as well as take a cue for the serialization of messages.