

System Design

Tuesday, November 03, 2009

9:46 AM

Version 1.1

11/3/2009, 1100 hrs

Server

Global variables

- Map

- Winner flag

Initial thread

- Allow clients to join

- Generate Map (take map file and add the pieces that are random each time)

- Push Map

- Select Starting Locations (?)

- Broadcast countdown

- Check for winner

 - When found broadcast to all threads, end game

Thread for each client

Data

- Health

- Location

- Class credit received*

- Last class attended - to prevent duplicates*

- Distance since last eaten/exercised*

- Receive direction "request"

- Update client with new location in time based upon health

- Update health based upon location (e.g. food, excercise, H1N1, prof encounters, etc)

- Update client with other player's locations (?)

- Check for winner, announce to client if another user has won.*

- Recognize if this client wins.*

Client

Shared Variables

- Location

- Health

- Map

- Course credit received*

Graphics thread

- Constantly update screen based upon variables

Networking thread

- Receive map, countdown.

- Update variables based upon information received from server

- Scan keyboard and send move request when keys pressed