

Final CPT Program Requirements

- All programs must use Java Swing. All programs must use animation. All programs must use combination of keyboard and mouse inputs. All programs must use file IO. All programs must use socket IO.
- All games must be 1280 x 720 pixels. Unable to resize frame. All programs must have a chat area.
- All programs must have one or more data files that contain the data for the objects of the game. (ex. Fighting game - different fighters (different datafiles representing each fighter))
- All programs must have a networking protocol (distinguish between game data and chat data).
- Game must include a mixture of menus, buttons, and text fields.
- One window only, JPanel for main menu or swap it out for animation.
- Submitted and updated on GitHub (all team members must update the repository on a regular basis).