# OVERALL DESCRIPTION

Should-have functionality includes a pop-up menu. The menu would be able to do many sub tasks that a multiplayer game can have given available resources. For example, there can be an option to toggle sound effect and graphical effect if they are implemented, the ability to control time given to each player’s turn, the ability to kick or add more players in a middle of the game. Another feature that we want to implement given enough time would be the ability to have people waiting in queue to be observer to the game.

# EXTERNAL INTERFACE REQUIREMENTS

3.4 Communication Interfaces

The server given will facilitate communication. Our job is to implement the client that will communicate with said server using the appropriate protocol it relies on. The message format will be as simple as possible, striving for the most user-friendly. The program will run on tuxworld, to be more specific, on any Linux based computers of the Departments of Computer Science on campus.