# HW1 – Frequently Asked Question (and some possible answers)

**Question:**

*How can I test my player?*

**Answer:**

*First, familiarize yourself with the sample player, server, and monitor. Doing the following:*

* *Run the server on your local machine or another computer that you have access to. The End Point for the server will be the IP address of machine on which are running the server and port 12001. Note, use “127.0.0.1” for the IP address if you are some the server on your local machine.*
* *Run the player*
  + *Select “New Game”. You should see a definition, blanks for the characters of the word and the submit button should be enabled.*
  + *Try some other things like getting a hint and submitting a guess.*
  + *Stop the server by type “EXIT” and hitting return*
  + *Exit the player*
* *Look at the logs files created by the player and server*
* *Look at the configuration files for both the player and the server, particularly the user settings.*
* *You can also run the server monitor to check the status of the server*

*Next, try your player with the sample server.*

**Question:**

*I can’t seem to get a score above 0.*

**Answer:**

*The server computes the score based on the size of the word, number of guesses, time you take get the correct word, and the number of hints the player use. Frankly, with the archaic words in the word list, you’ll be doing good to get any score above 0. You can change that the parameters that tune in the server’s computation by editing the WordGuessServer.exe.config file.*

**Question:**

*What port is the WordQuessServer listen for request on?*

**Answer:**

*By default, the WordQuessServer is listening on port 12001. You can change that by editing the port setting in the WordQuessServer.exe.config file.*

**Question:**

*How can I test my player’s receipt of an error message?*

**Answer:**

*Send the server a malformed request, e.g. a guess message with a bad game id or a message of an unknown type.*

**Question:**

*How can I see what messages are being sent between the client and server?*

**Answer:**

*Use network traffic sniffer, like Wire Shark.*