# Games with Friends

Overview

1. **Introduction and Context**

We intend to build a distributed application that will allow multiple users to play one of three popular board games. A player may choose to play Yahtzee, Battleship or Clue and will be connected with other players also wanting to play the same game. Some of the key features of the system include:

* Viewing general statics for each user
* Ability to choose one of three games
* There is no limit to the number of players using the system
* Ability to start another game or choose a different game
* When specific game is full, new game is created for additional players
* When a player drops out it is counted as a forfeit
* While in a game, player successfully plays by rules of the game

There are several key processes that are used in the overall gameplay. A resource manager will manage and keep track of all other processes such as clients and servers. There will be a game server for each of the three games, and at least two clients for each game, with Yahtzee being able to be played by many more. This will bring the total number of resources to 6 in a game of Battleship and 8 in a game of Yahtzee or Clue.

1. **Actors and their Goals**

There are two main types of actors: An Administrator actor and a Player actor.

The Administrator actor will start and manage the Resource Manager.

A Player actor will be able to play a game of Yahtzee, Clue, or Battleship based on their preference. They will be able to select a new game of their choice, play according to the rules of the selected game, and view statistics for the games played.