

Date: March 2, 2021

To: CSS 432, Winter 2021

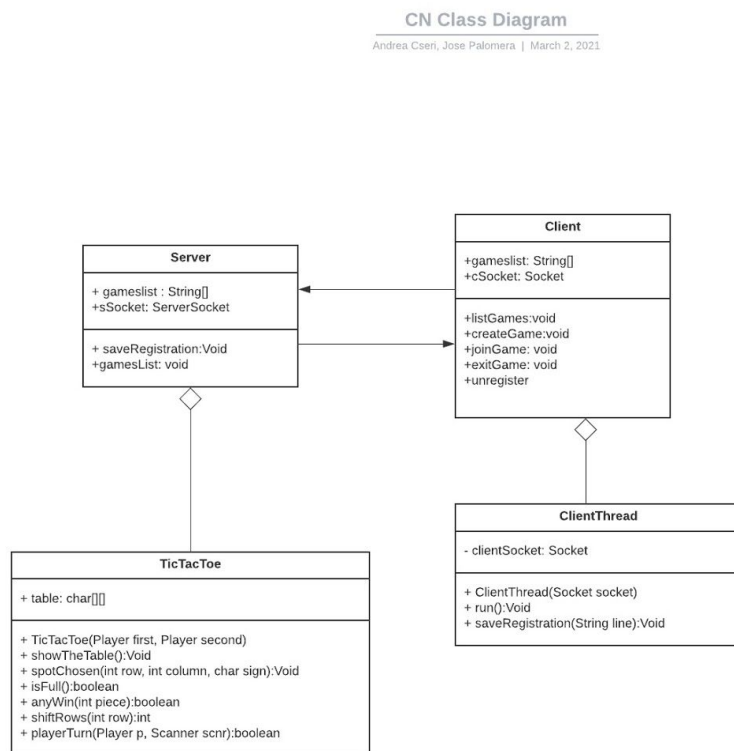
From: Team Real Coders (Andrea Cseri, Jose Palomera)

Subject: *Progress Report 2*

\*\*\*Something important to note is that we will be **recording** our presentation for next week\*\*\*

## Work Completed:

### Class Diagram:



### Uncompleted Tasks/Work Scheduled:

Complete `listGames()`, `joinGame()`, `createGame()`, `exitGame()` and `unregister()` on client class and also the server class.. The information requested by the client in the above methods needs to be returned by the server.

For the upcoming week, the plan is to get `listGames()`, `joinGame()`, and `createGame()` implemented by the end of the week. What will needed to be done is to make sure the client is

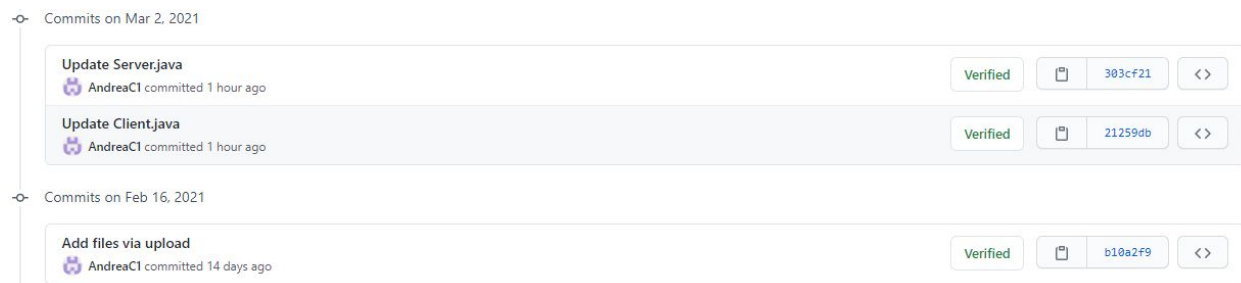
### Problems:

One of the problems that we are trying to figure out, is getting the server to respond by getting data back to the client. We have caught some bugs trying to get the client to give their basic information to figure out how the server is going to store it.

Another problem that we have encountered is thinking about where the game data is going to be stored. At the moment, our plan is to have the server return a `TicTacToe` object that the client will interact with, once it's the other player's turn, the server must receive the data from the first client and then send it back to the next player.

### Evaluation:

Andrea:



Jose:

(Added methods to `Server.java`, and deleted some unnecessary code from `TicTacToe.java`, as well as incorporated a new method in the file)

History for **CSS432\_21W\_RealCoders** / **src**

Commits on Mar 2, 2021

Add files via upload



**joseapalomera** committed 2 minutes ago

Verified



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