

Milestone 1 Description

1. Game Description

This game is called Do You Know America. It is a multi-player game. All of the players will be distributed into two teams. There are a couple of annotations on the map. Each annotation represents a US state. We will use a set of US state names as a source of questions. For each round, state name will be given, each team gets to choose a state corresponding to the state name by clicking on the annotation on the map, the answer of each team would be independent of each other because each team has no idea of what other teams' choices are. If one team gets the correct answer, it will get one point as a reward. After a team makes a choice, it will move on to next question, i.e. it will get a new state name. The game is over until all of the state names are answered, the team with the highest score wins the game.

Teamwork is pretty important for this game. All the team members should discuss what the answer is and make a reasonable guess.

2. Design Description

Generally speaking, the final project is divided into four modules: app module, chat module, server module and game module. The app module is mainly responsible for connecting to players, joining chatrooms, creating chatrooms, joining games and creating games. The chat module is used for sending messages between players. The game module provides players a user interface to play games. The game module stores concrete data of how the game works.

The app module can get IUser from other clients. Through the IUser, the app module handles a series of messages in the `common.datatype.user` package, like inviting user to chatroom, leaving the chatroom, etc.

The process of initializing a game is done by sending data packet to the client. After the client gets the data packet, the game's user interface will pop up on the client's side.