Group name:

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**Description**

1-2-3 Pass Card Game

A client-server architecture network game of the 1-2-3 Pass card game, in which a specific communication protocol was determined between the clients and the server. The clients are only permitted to communicate with the server. The server handles all the game logic of the 1-2-3 Card pass game.

**Programming language used:**

The programming language to be used is Java, utilizing the built-in Socket Library for networking.

**Github repository link**

<https://github.com/karlpaolo/cmsc137Project>

**Protocol**

**String Codes**

Pass code (from server to client) 00

Send code (from client to server) 01

Receive code (from server to client) 02

4-match code (from client to server) 03

Round ended code (from server to all clients) 04

Loser code 05

Card codes string/char

Hearts H

Diamonds D

Spade S

Club C King of Hearts - 13H

King 13 2 of Spades - 02S

Queen 12

Jack 11

10-2 10-02

Ace 01

**Initial Round Dataflow**

1. Server Issue cards to clients (ex. **0208H00**,etc.) ***receivecode/card/to***
2. Server issue pass code to client (ex. **00**)
3. Clients send card (ex. **0108H01**) ***sendcode/card/from*** Player 01 sends 8 of Hearts to its right
4. Server sends card to client after pass (ex. **0208H02**) ***recievecode/card/to*** Server sends 8 of Hearts to Player 02
5. Repeat steps 2-4 until one client has matched cards.
6. Client sends 4-match code (ex. **0301**) ***4-matchcode/from***
7. Server confirms/verifies cards
8. Server broadcasts round end code if true. (ex. **04**)
9. Clients other than the winner sends loser code (ex. **0502**) ***losercode/from***
10. Server tallies scores.