CPSC 353 Class project Name:\_\_\_\_Hein Thu\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Submission 2

Name of your project: Salem Witch Trial

Githhub repository: <https://github.com/khafa100/SalemWitchTrial>

Features implemented so far:

* SWTServer accepts nine clients and creates a game thread.
* Clients can chat once the game starts.
* Basic game stages are set up.

Features that still remain to be implemented:

* Random assignment of roles.
* Stage timers.

Original Deliverables for this submission:

* Server will be able to accept ten client connections and create a game thread
* Game thread will assign random roles for each player and start the Day period
* The client will be able to connect to the server and chat as the game starts

Modifications (if any) to the deliverables for this submission and reasons for the modifications:

* 9 players per game.

Contributions by each team member:

* Shereef has contributed the Server and ClientHandler code.
* Hein has contributed the Client, Game, ClientListerner, and Player code.

Deliverables for next submission on November 28   
- Your team will submit working code implementing the following features by November 28:

* Random role assignment by the game thread.
* Roles and the “state” of each player will be recorded by the Server based on results per round.
* Timer for each stage handled by the Server.