CPSC 353 Class project Name: Shereef A. Khafagi

Submission 3

Name of your project: Salem Witch Trial

URL of github repository for your project: <https://github.com/khafa100/SalemWitchTrial>

Names of Team Members: Hein Thu, Shereef Khafagi

Original Deliverables

* Working server and client up to chat server stage
* Assignment of random roles
* Working gameplay logic

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

* Nomination stage and lynching stage were merged into one stage because two players having same number of votes will put the game in infinite loop. Now a player will be lynched if he/she receives a majority of vote.

Source of documentation if other than README.md file including

* Instructions for installing components needed to compile and run the project
  + No new components are needed
* Instructions for compiling and running the project
  + Compile all .java files
  + Run SWTServer
  + Run 9 instances of SWTClient
* Instructions for using the software
  + Instruction for the game is provided in the README and also the game itself

Contributions by each team member

* Shereef has contributed the backbone of Server and ClientHandler code.
* Hein has contributed all the remaining codes. (SWTClient.java, SWTGame.java, SWTServer.java, ClientHandler.java, ClientListener.java, Player.java, PlayerSync.java and Control.java)

Remaining deliverables for the final submission

* Testing the code to see if it follows the game logic correctly
* Implementing functions to prevent the program from crashing due to unexpected input