CPSC 353 Class project Name: Hein Thu

Submission 5 – Final Submission

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

Deliverables for Final Submission listed in Submission #3

* Fully functional game
* Catches all known errors

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

* The WaitingList is not passed to the sub threads anymore. Instead, the client makes a new connection to the server game. That is because when the client didn’t make a new connection and just added himself back to the list, the server couldn’t detect the changed. Another solution could be that the server periodically check the waiting list for new addition but it would consume more processing power.

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

Your contributions to the project

* Wrote most of the code regarding multithreading
* Created the protocol between client and server
* Modified the game to make it fair and simple