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Project Description:

Our team will exclusively use JavaFX for its framework because that is what each member is most familiar and comfortable with at this point in time of the course. The game we will be implementing is a game to test each player's typing speed. Once all clients are connected and ready, the server will simultaneously send each client a word or phrase. Each client must simply type the word in the provided space as quickly and accurately as possible in order to gain a point. Points are only awarded to the first to finish, and then the next word or phrase almost immediately begins for every client. The game ends once a specified amount of points is reached. In addition, the current plan is to only support four players per match.

Each client will be a thread that connects to a server thread that maintains a list of all connected clients. The server will constantly listen for events from the clients (such as who typed the correct word or phrase first) and distribute messages/points accordingly.

The interface we plan to create will be simple in the sense that clients can quickly and easily connect with other players. In addition, the UI for the game will only display what is necessary. For example, clients will have a place to type the word that is presented to them and also a scoreboard to show how well they are playing compared to the other connected players. The server's UI will keep a list of active players and relevant information such as their current score with the added possibility of performing some kind of action to specific clients (i.e. kick player). The overall look and feel for both the client and server is still to be decided, but will maintain a coherent and consistent theme (i.e. cartoonish, modern, etc...).