Zachary Kuchar Senior Project paper 3 3-20-19

With online functionality beginning to be implemented, the core of my project is beginning to take shape. This portion of the project will begin to take me into the essential components that will help my project be able to stand out from others that are similar.

I began week seven by continuing work implementing online play for each of the games. I decided that I would get each online game working with two players, before implementing the necessary functionality to have multiple games working at once. I started by working on setting up Snip Snap Snorum for online play. This will involve implementing some of the same functions done with Crazy Eights. The easy part of this game was that, it does not sync up with the server as often. It only needed to sync with the server when the turn was passed to the other player. After some time, I managed to get all functionality working in the game with two people. Two different players can sign on and playing the game against each other. Once that was done, I moved to make tweaks to go fish. The original writeup of the game was not on par with usual ways that the game can be played. Before moving into setting up go fish online, I began reworking the offline version of the game. The initial set up of the game that I programed did not run like other iterations of the game. In order to fix this, I would have to do a complete rework of the game mechanics. This involved removing some initial functionality put in, and then setting up new functions for the game to perform.