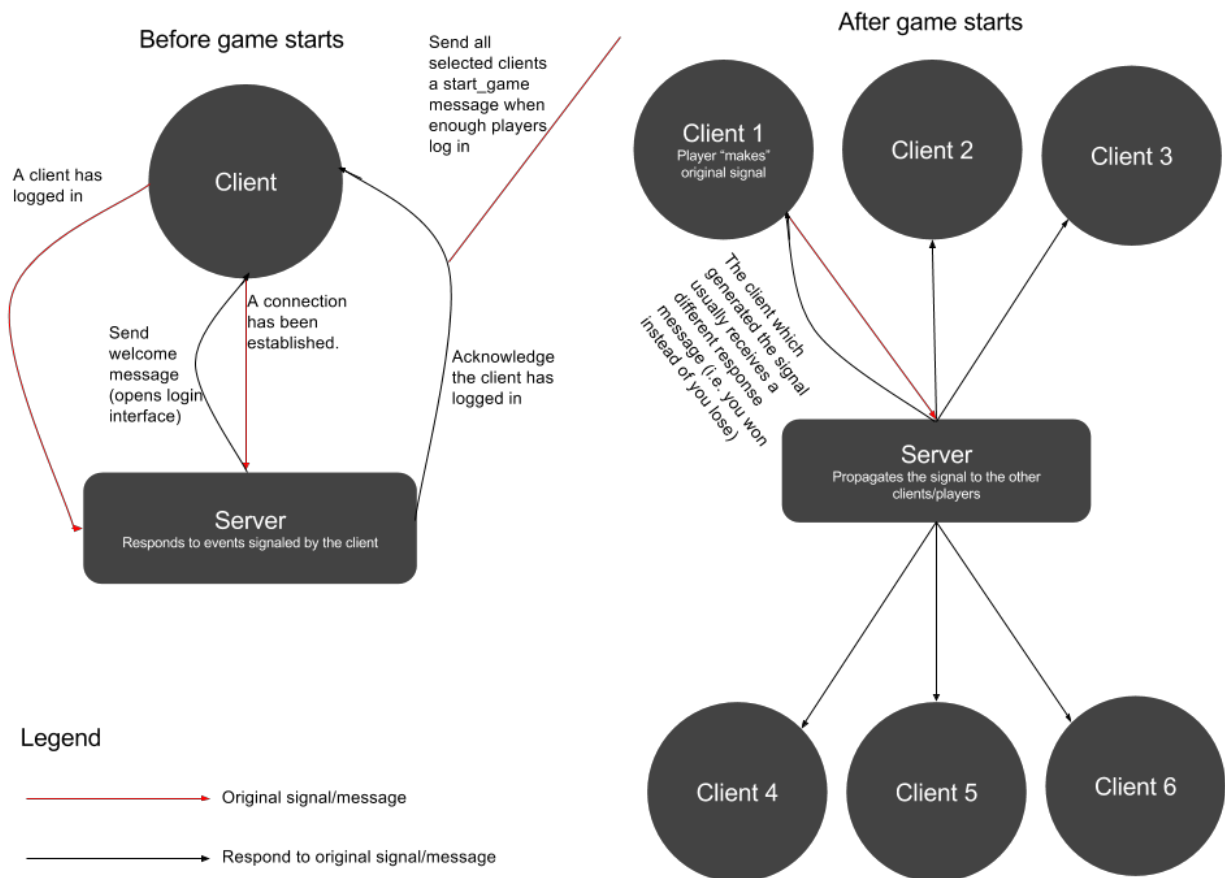
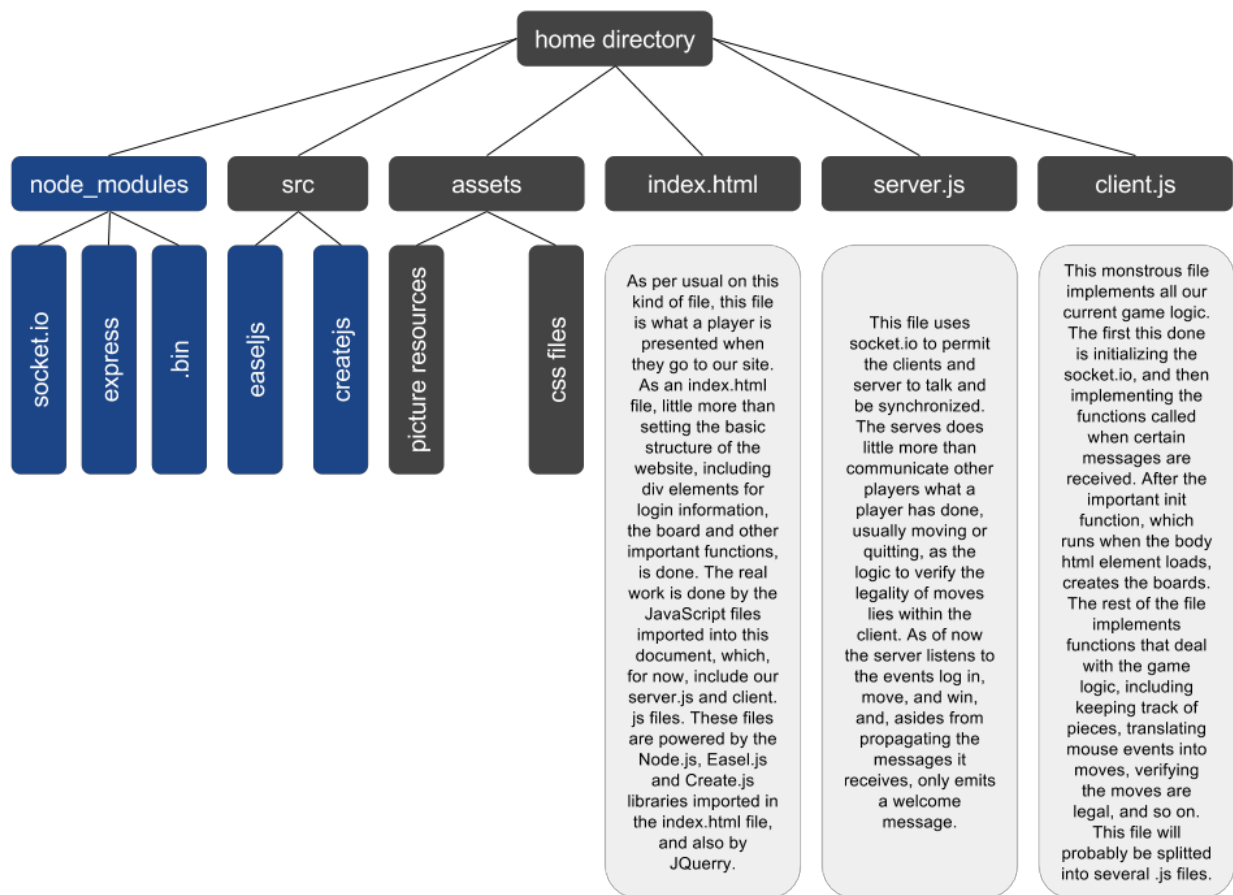


Revised Flowcharts for Function Prototype - Part of 4th Deliverable

All flowcharts are also included as more detailed png images.



This is the basic actions that represent the simple server/clients relationships that our game implements. Basically, all the work is done by clients, and the server only relays important messages a client sends to it to the other clients. This "important" signals are events that affect every player, like a player joining the game, a player making a move, a player surrendering (quitting), or a player winning the game. One thing the server does do in matching players into a game by selecting players who chose the same game settings.



The blue rounded rectangles represent libraries.

The socket.io library is what we use to implement the communication between servers and clients.

createjs and easeljs are two libraries that go together. We use them to create the canvas that represent the board, and using them we can handle events and keep track of marbles with ease.

Our picture and css resources are scarce now, as the current deliverable doesn't require much in terms of aesthetics. Right now our image files are reduced to just the marbles. These resources will improve as the aesthetics become more important.

