

**ROCK**

**SCISSORS**

**PAPER**

Computer Network & programming Team H

이동학 201534347

임시우 201835507

박상현 202037030

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# **1. Introduction of RSP**

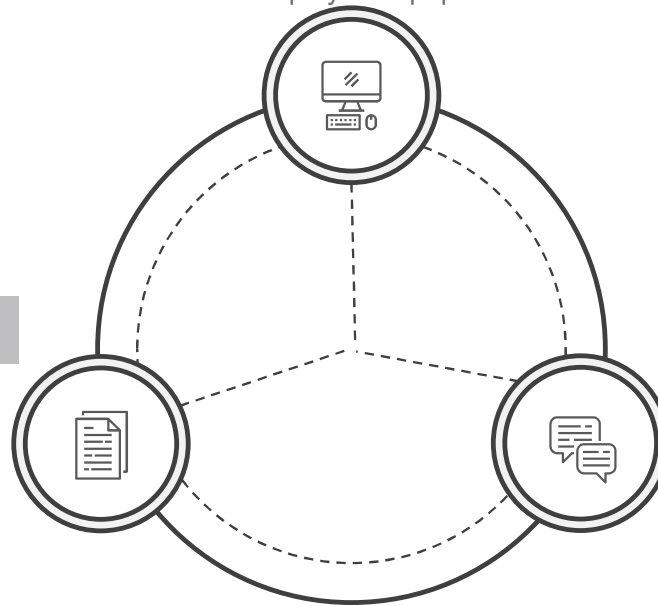
# Purpose of Development



# Game introduction

## Introduction

The online game  
that users can play rock paper scissors.



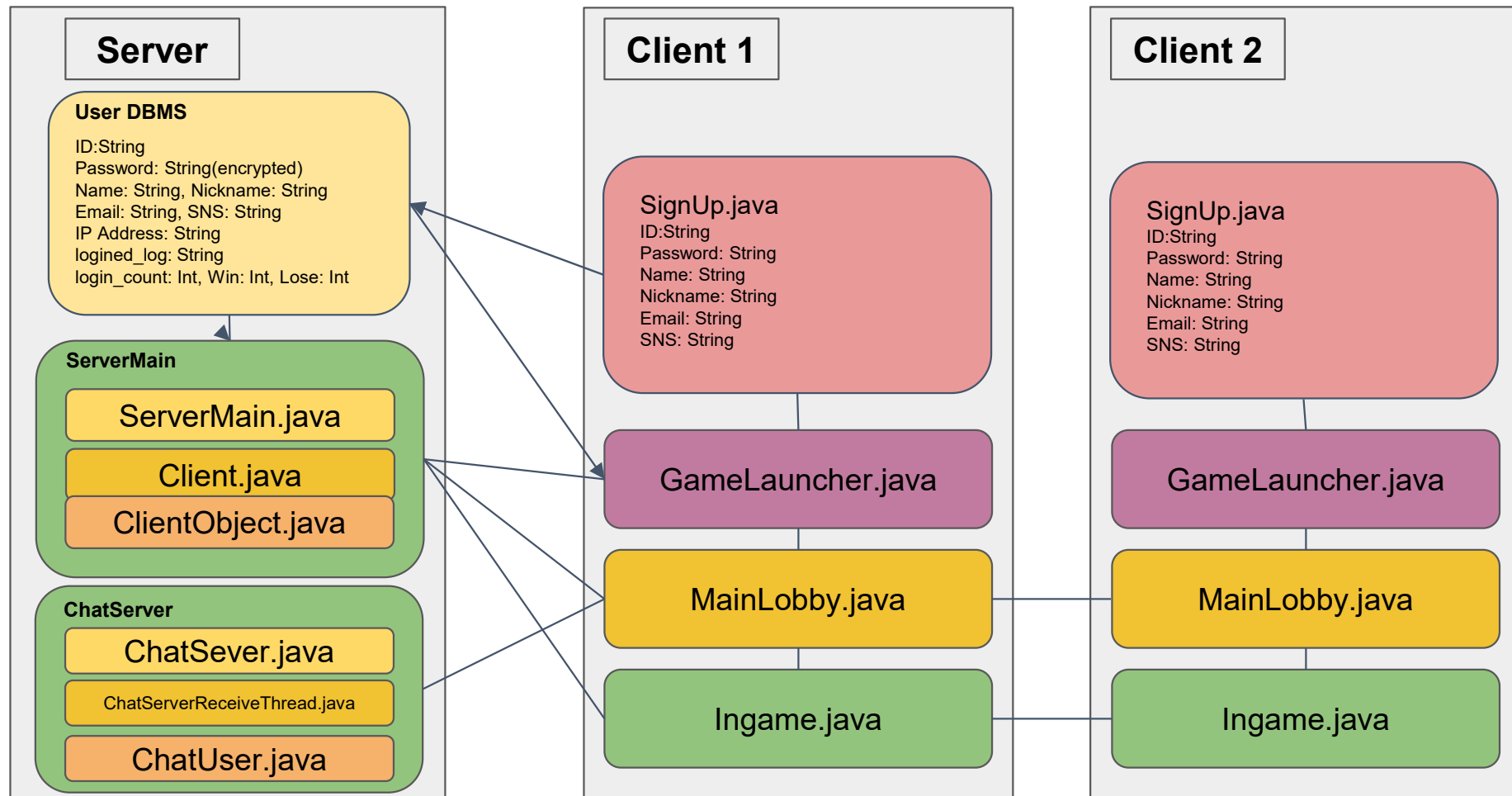
## Function

1. A chat room where users can communicate through the waiting room
2. Provide user information through the user list.
3. Top user ranking information provided
4. Invite user to play the game
5. UI for interactive communication

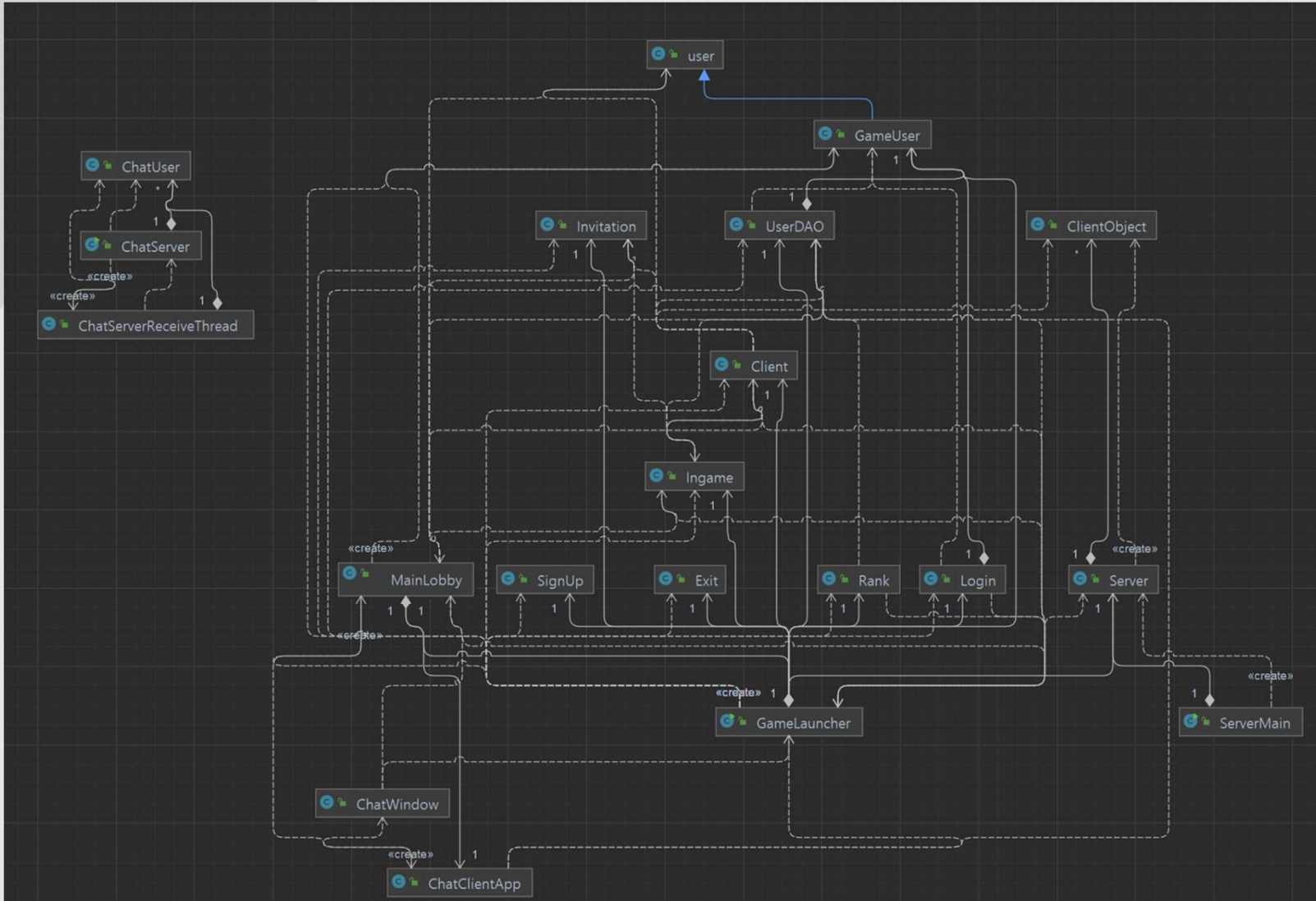
## Effectiveness

1. Users who are accessing can freely communicate and enjoy game
2. Provide a chatting system for users to communicate through real-time chat

# Architecture Design



# Class Dependency

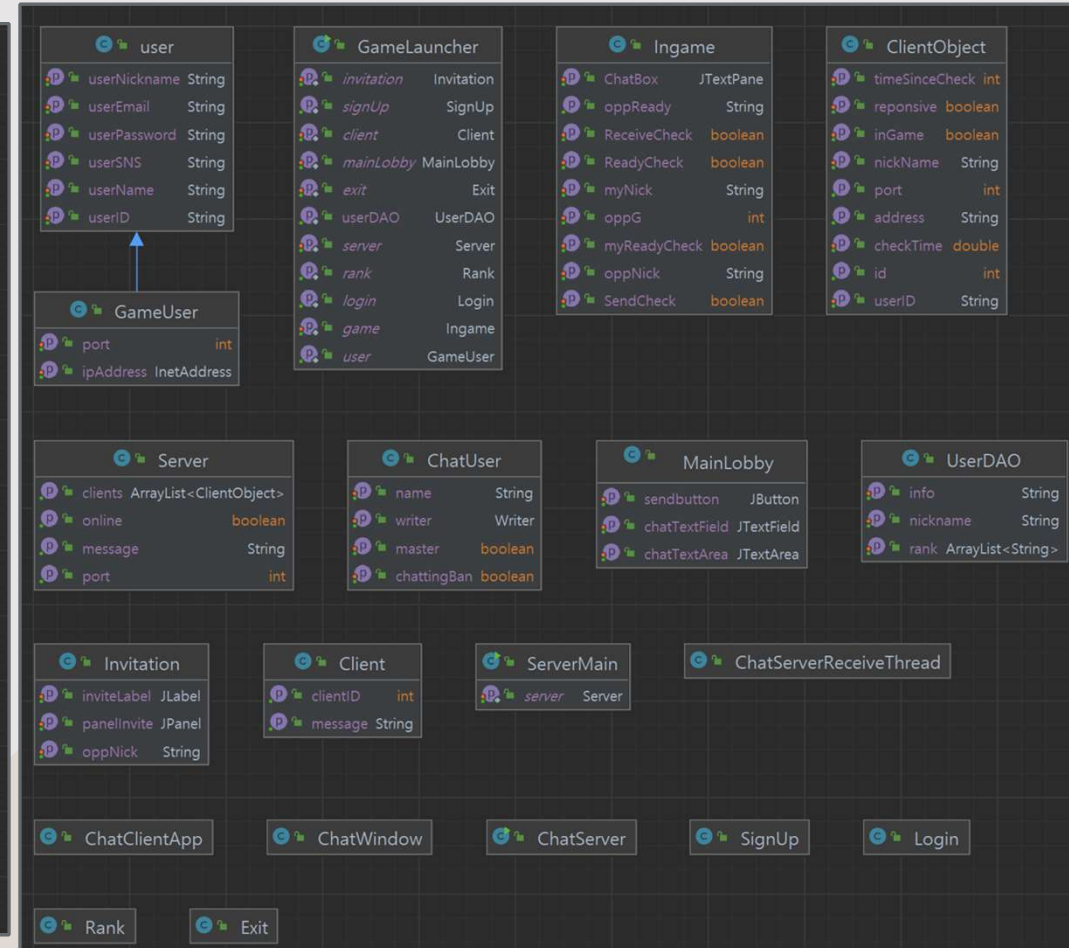
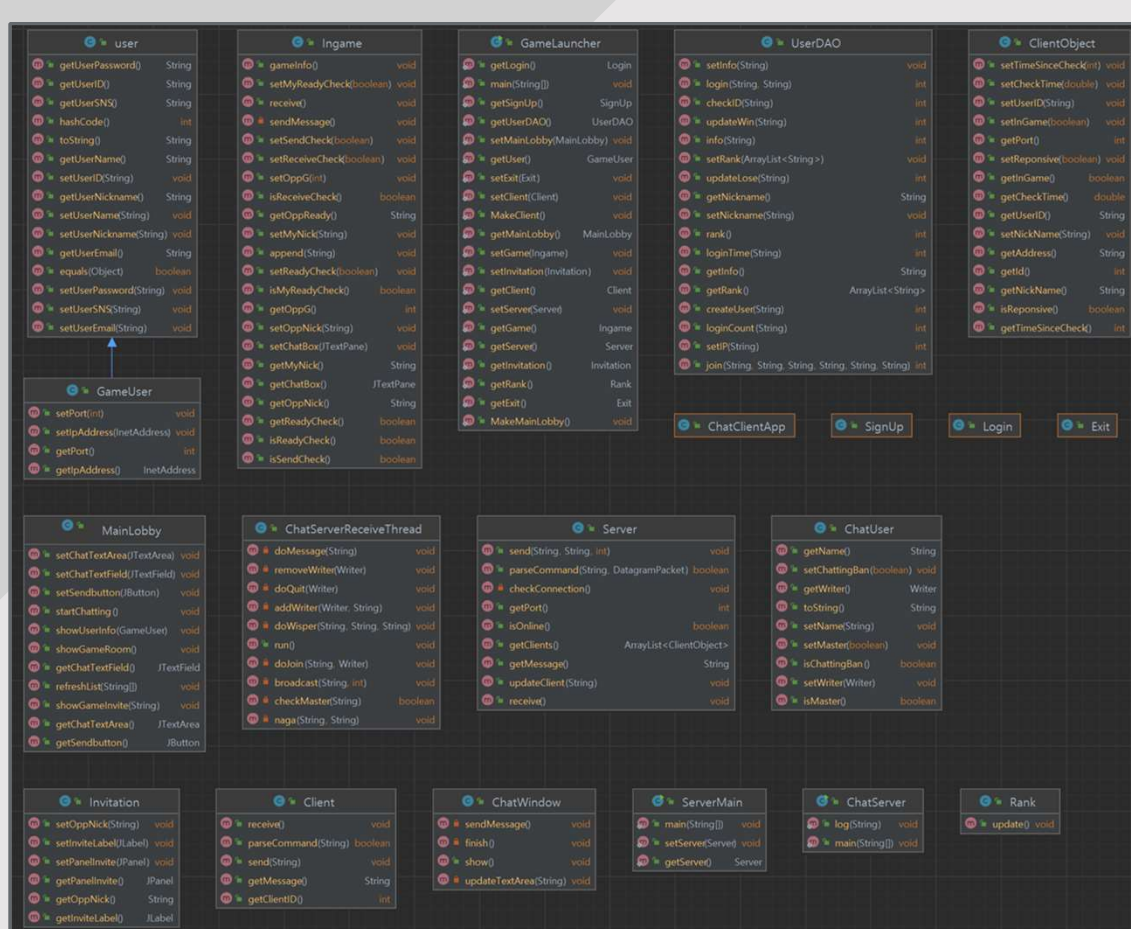


# Fields





# Method and Properties





## **2. Details of implementation**

# Login

## The Login



A screenshot of a web application window titled "RSP Online". The window has a standard Windows-style title bar with minimize, maximize, and close buttons. The main content area has a light gray background. At the top, it says "Welcome to RSP Online" in bold black text. Below this, there are two input fields: "ID:" followed by a text box, and "Password:" followed by a text box. At the bottom, there are two buttons: "Sign Up" and "LOGIN", both with a blue gradient and white text.

## Client

It receives an ID and password from the user.

It gets ID and nickname from the server.

Users can sign up for membership through Sign Up.

## Server

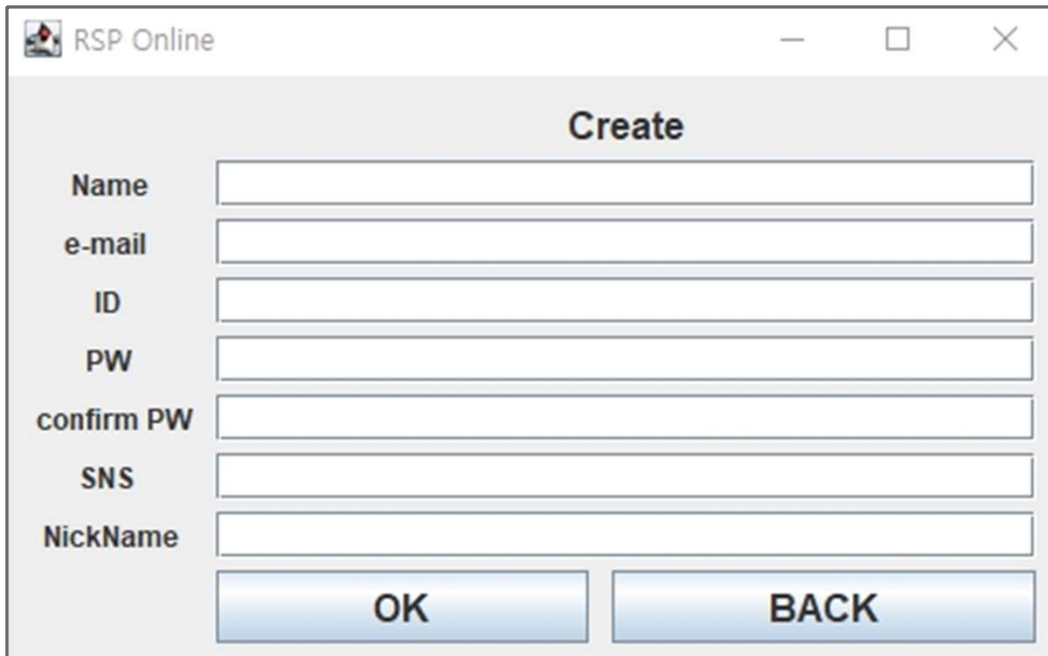
The server manages users' information through DBMS.

Login proceeds by comparing ID and PASSWORD.

It helps to register new members.

# Authentication

## The SignUp



The screenshot shows a window titled "RSP Online" with standard Windows window controls (minimize, maximize, close). Inside the window is a form titled "Create". The form contains the following fields and labels:

- Name
- e-mail
- ID
- PW
- confirm PW
- SNS
- NickName

At the bottom of the form are two buttons: "OK" and "BACK".

## Authentication

ID, password, Name, Nickname, Email, and SNS are input from the user.

The received information is stored and managed through DBMS.

The password is double checked.

The password is encrypted through SHA2() and stored in the DB.

# Authentication

DBMS

USER INPUT

DEFAULT

id	password	name	nickname	email	sns	ip	logged_log	login_count	win	lose
99	6781a9e05f5e327a138f3d09ce0211ce4f166d9...	donghak	donghak	donghak@naver.com	donghak@naver.com	DESKTOP-CT3N77A/220.116.200.107	2021-12-15 11:45	246	13	13
sanghyun	3a5648a0b57cc32e1439811e3fbf936643f766c...	sanghyun	sanghyun	sanghyun	sanghyun@naver.com	DESKTOP-UQ3SSAA/14.32.6.28	2021-12-15 12:41	75	12	12
siwoo	ee26b0dd4af7e749aa1a8ee3c10ae9923f61898...	siwoo	SIWOO	siwoo5530@gmail.com	siwoo@SNS	DESKTOP-UE1KB7H/192.168.0.176	2021-12-15 12:40	239	33	29
NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL

The connection information ip and logged log are null,  
and login\_count, win, and loss are processed as default value as 0.

The ID was designated as the default key.

The password was encrypted through SHA2().

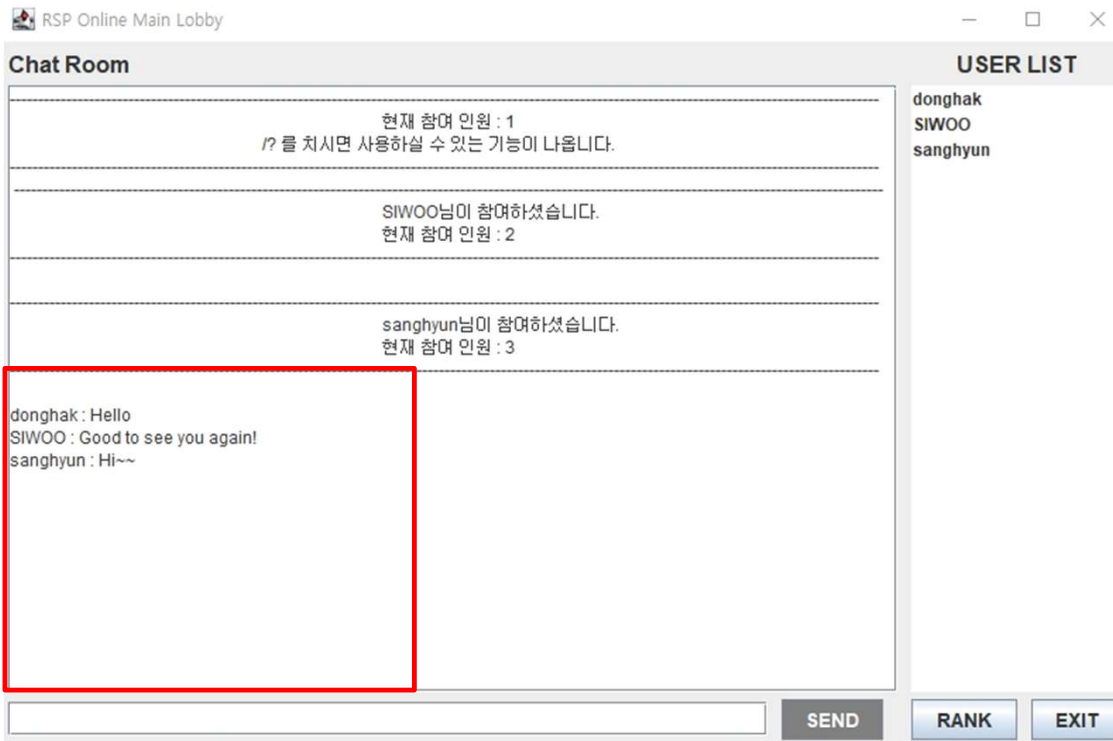
The record managed by Win or lose.

User access records are managed through IP and logged\_log.

user	
id	VARCHAR(20)
password	VARCHAR(200)
name	VARCHAR(10)
nickname	VARCHAR(20)
email	VARCHAR(35)
sns	VARCHAR(100)
ip	VARCHAR(200)
logged_log	VARCHAR(50)
login_count	INT
win	INT
lose	INT
Indexes	

# Waiting Room

## Lobby Chatting



It provides a chatroom where users can communicate with each other.

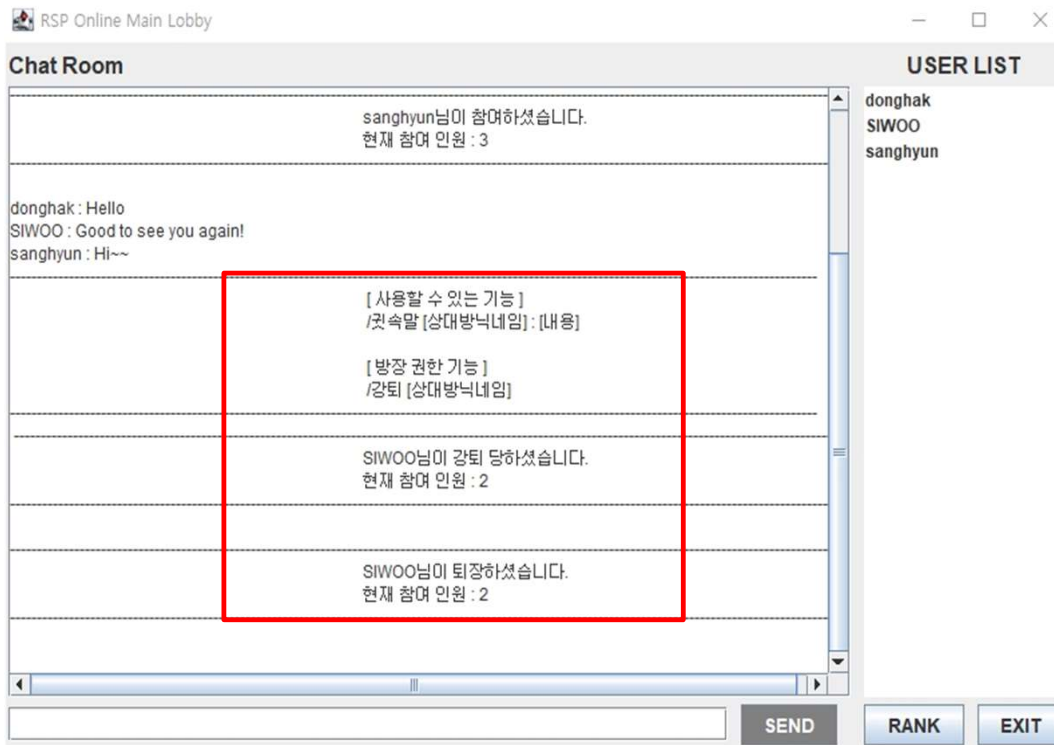
Notice of the number of participants and participation information when the user enters and exits.

User can check the waiting user on the user list.

Ranking, user information, invitation, and exit functions are provided.

# Waiting Room

## Room Manager



The first person to join will be the room manager.

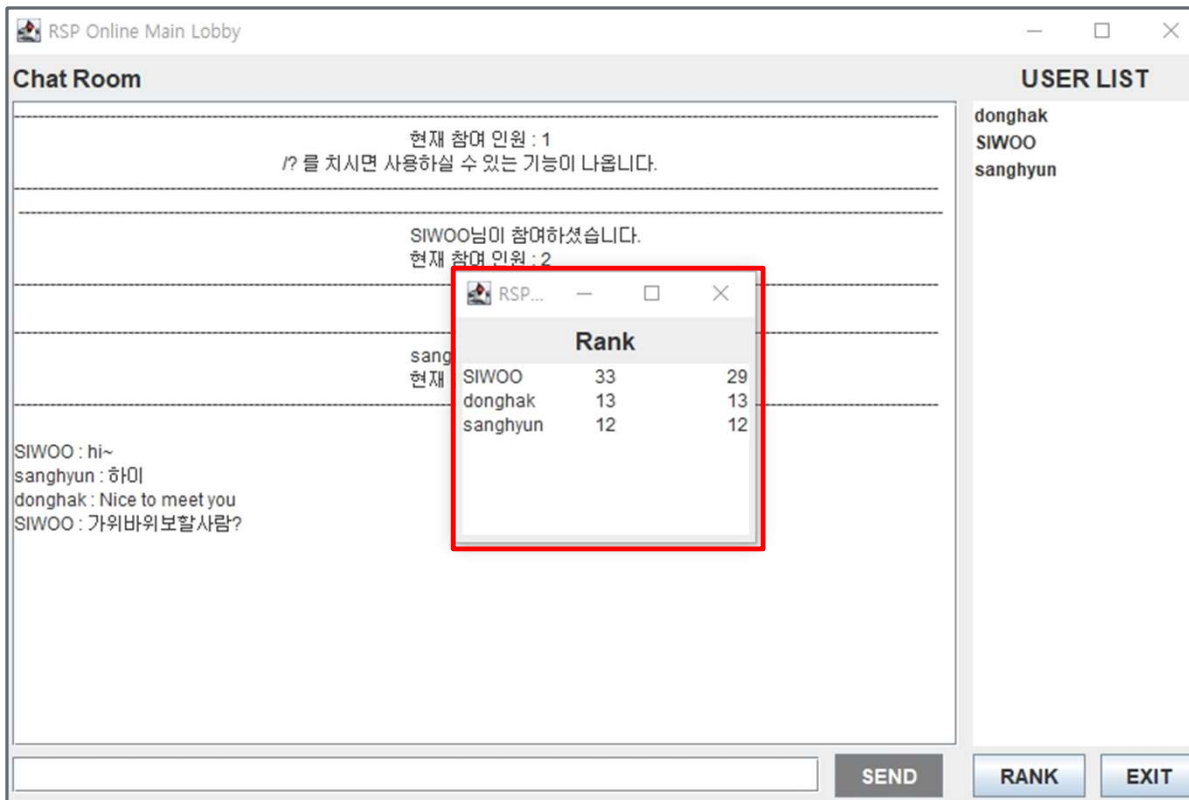
The room manager can do a special function.

Check the functions that can be used through "/?".

Whispering and getting kicked out.

# Waiting Room

## Ranking



Press the RANK button to show the ranking of the game.

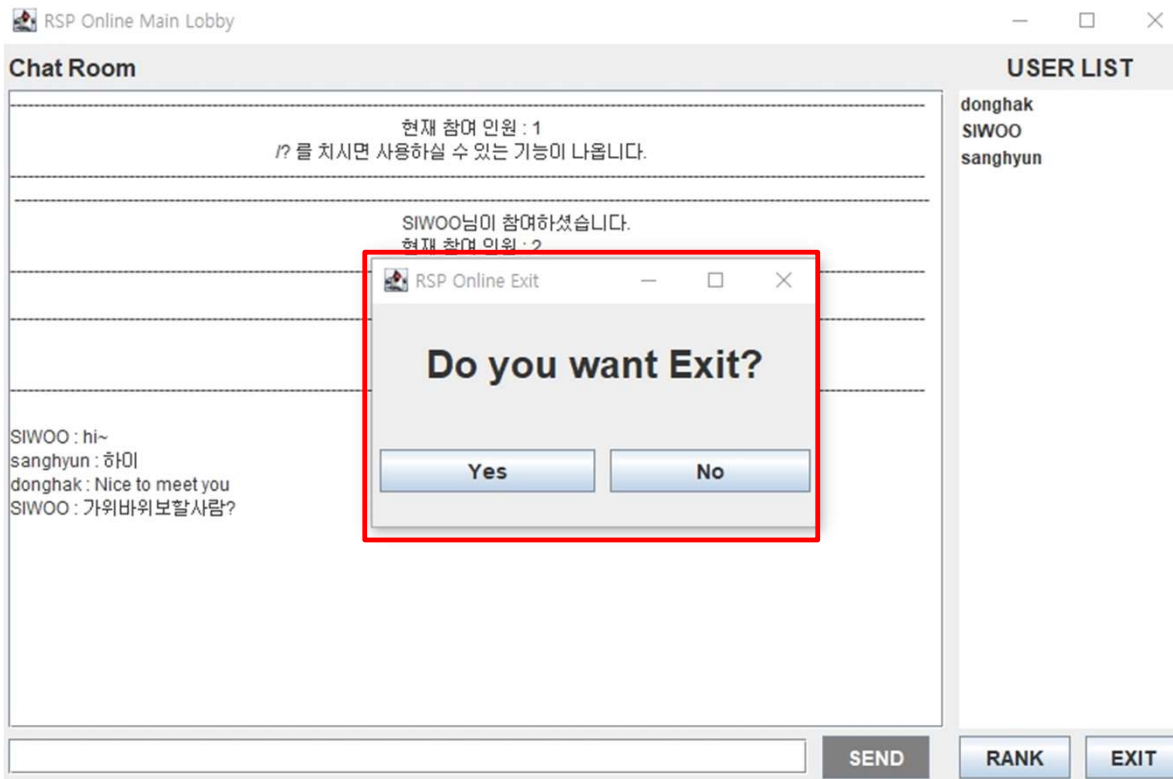
Based on the number of wins, the top 5 players will be revealed.

Nicknames, the number of wins, and the number of losses.



# Waiting Room

EXIT



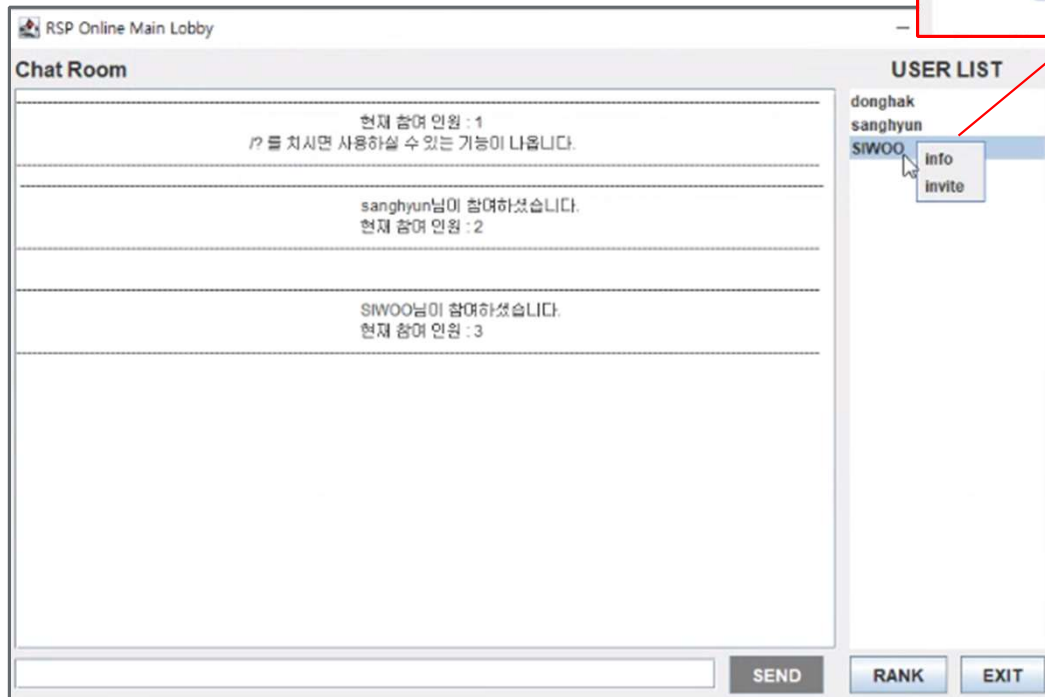
You can end it by using EXIT button.

Show the dialog to provide the Yes or No function for ending.

When the user presses Yes, the program ends and user excluded from the user list.

# Waiting Room

## User Selection



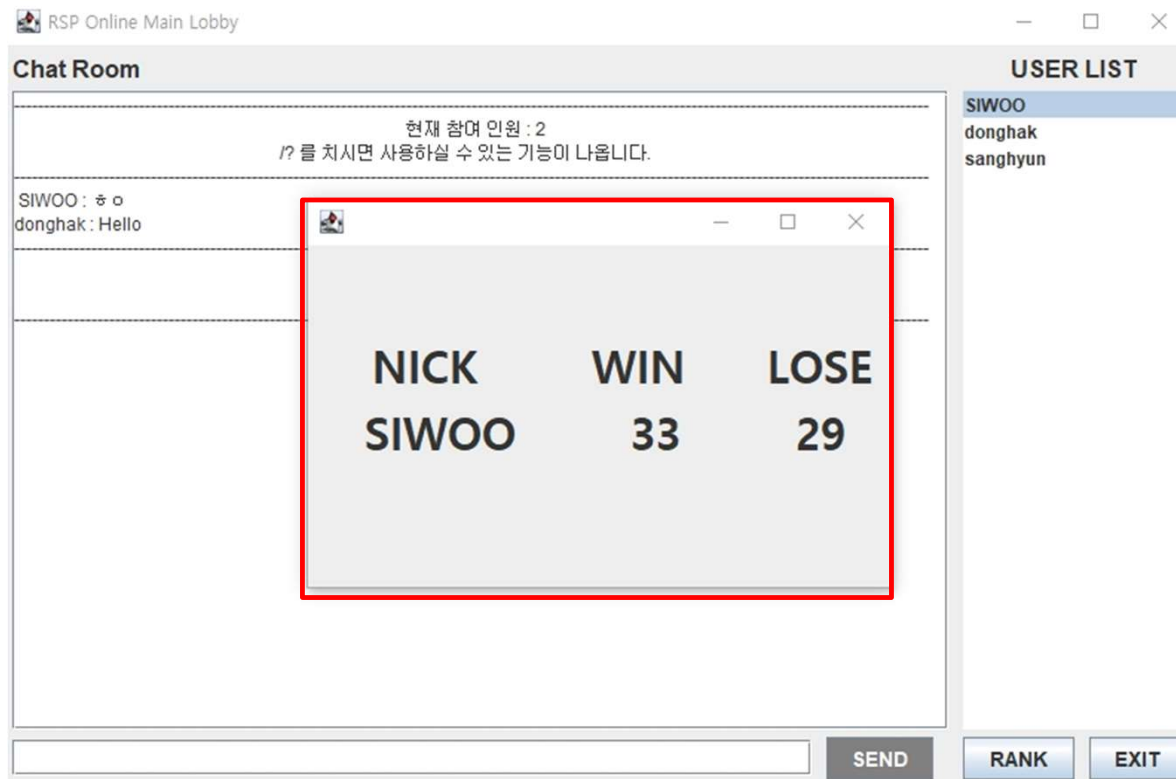
If user press the right mouse in the user list, info and invite appear.

If user press Info, user can check the user's information.

If user press Invite, send an invitation to the other user.

# Waiting Room

## Info

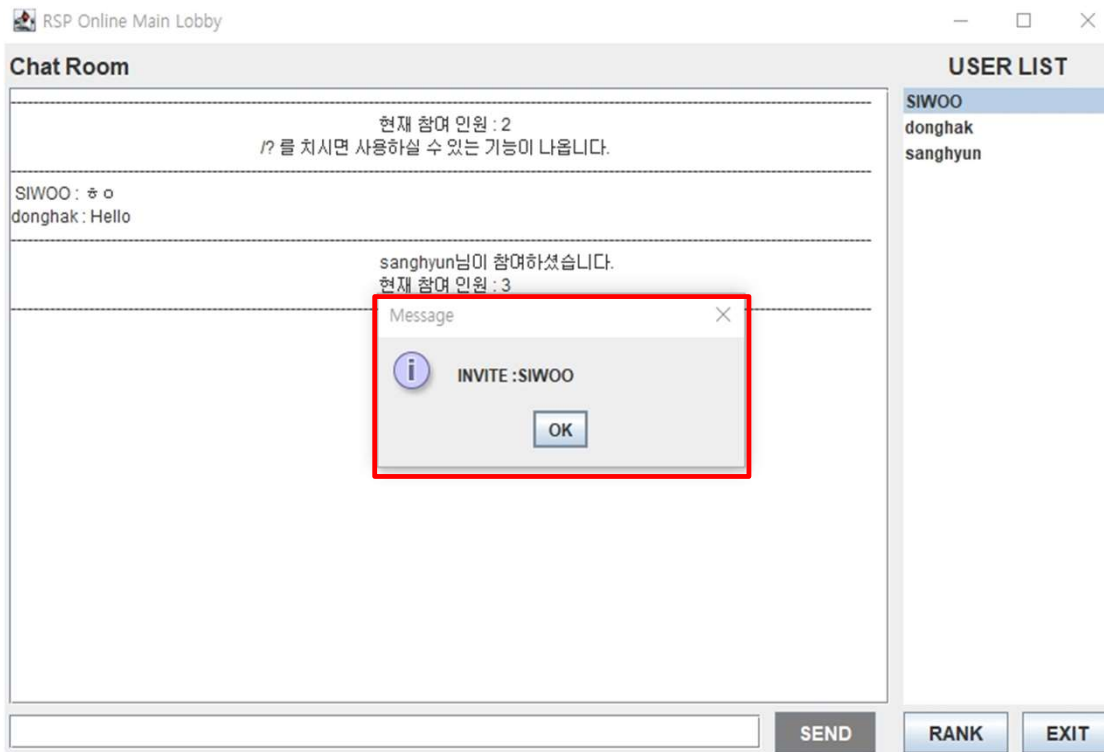


If you press Info, the dialog window is output.

Provide the user's nickname, number of wins, and number of losses.

# Waiting Room

## Invite



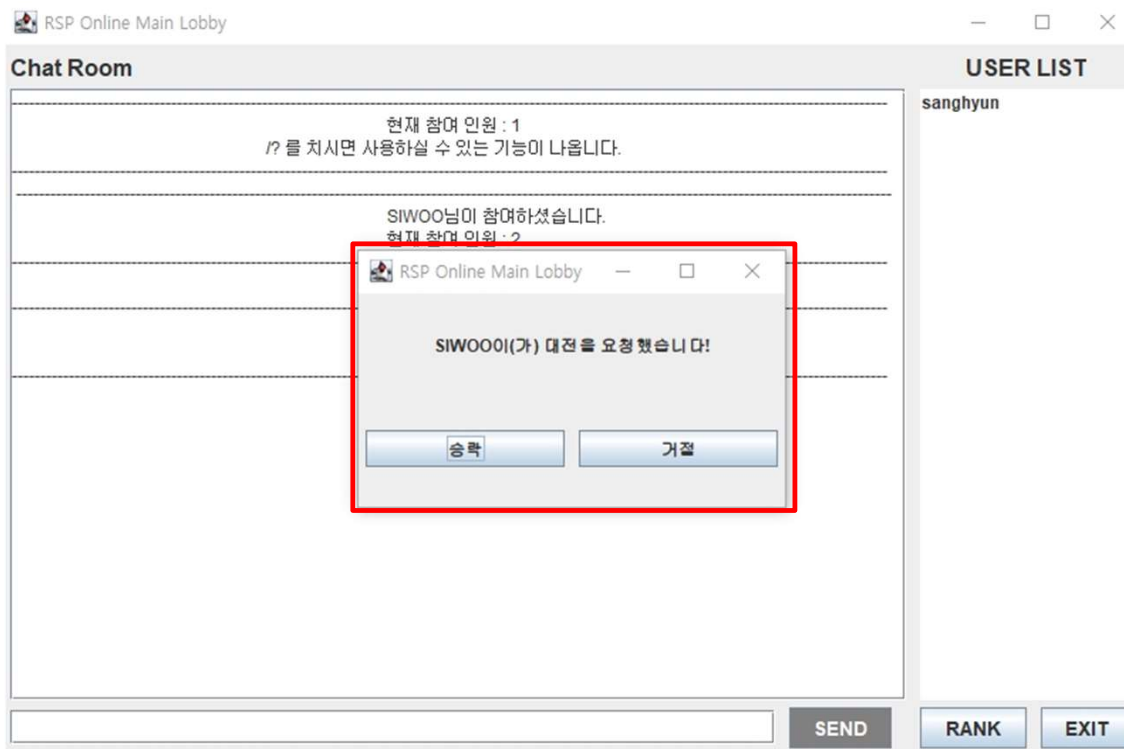
If you press Invite, send an invitation to that user.

INVITE: Show the invited user name

Game invite requests were synchronized in the form of requests and response.

# Waiting Room

## Invited user



The person who receives the invitation receives the sender's nickname and invitation message.

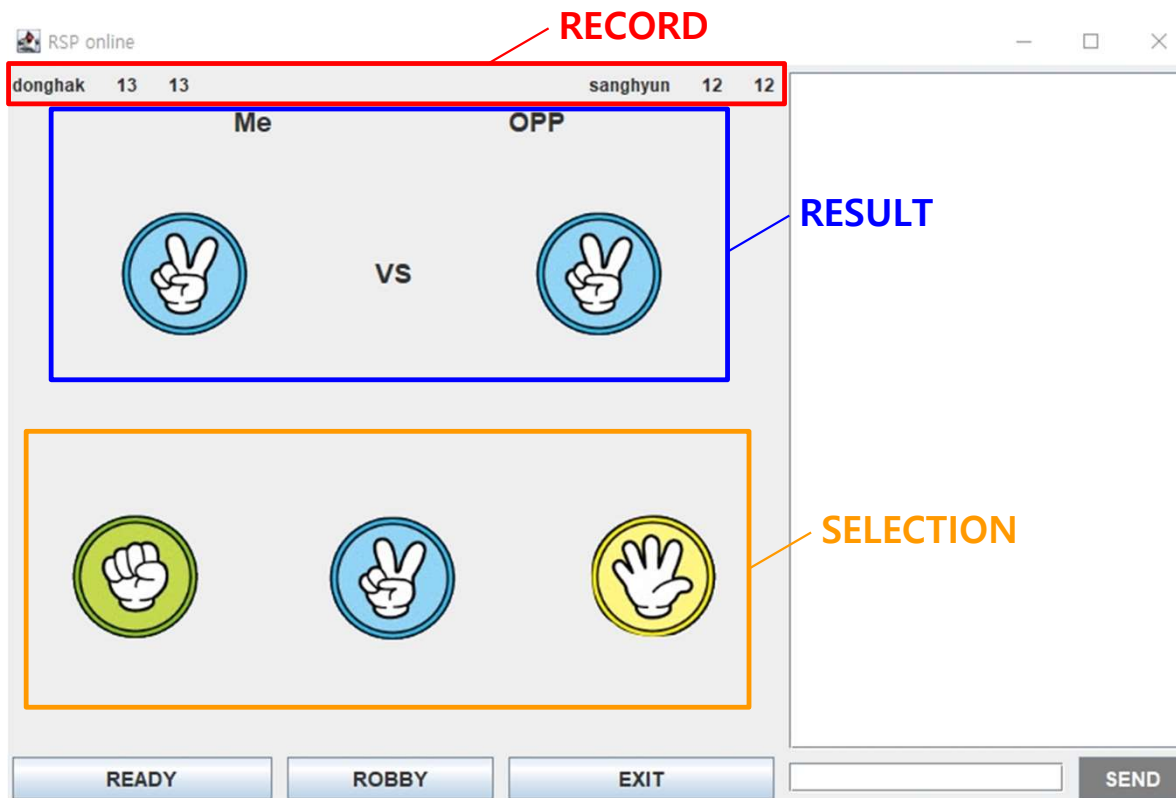
Invited users may "YES" or "NO".

If user press the "YES" button, a 1:1 game room will be created with the user.

The two users disappear from the user list and enter the game room.

# Game Room

## 1:1 Game Room



The game room has 1:1 chat function.

READY, LOBBY, EXIT button.

Two users need to press ready to start.

At the top, mark my record and other user record.

In the middle, output the result value.

In the bottom, selection part.

# Game Room

Ready



## Opponent Ready

If opponent presses the READY button, send the dialog to the player.

And also show it to the chatroom.

# Game Room

Ready



## READY button

Press the "READY" then show info to the chatroom.

Both of players must be ready to start the game.



# Game Room

## In Game



## 1:1 Chat in the Game Room.

Two users who participated in the game will be provided with a chatroom where they can communicate.

# Game Room

LOSE



## Game Result

If both users choose rock-paper-scissors, the appropriate result will be known as a message to each other.

After press the OK button update the record.

The records of users at the top are updated immediately.

# Game Room

## In Game



## REPEAT

After the game, It goes back to my initial state.

User choose between READY, ROBBY, and EXIT buttons.

If user press Ready, user can restart again.

When both users are ready again, the game starts again.

# Game Room

WIN



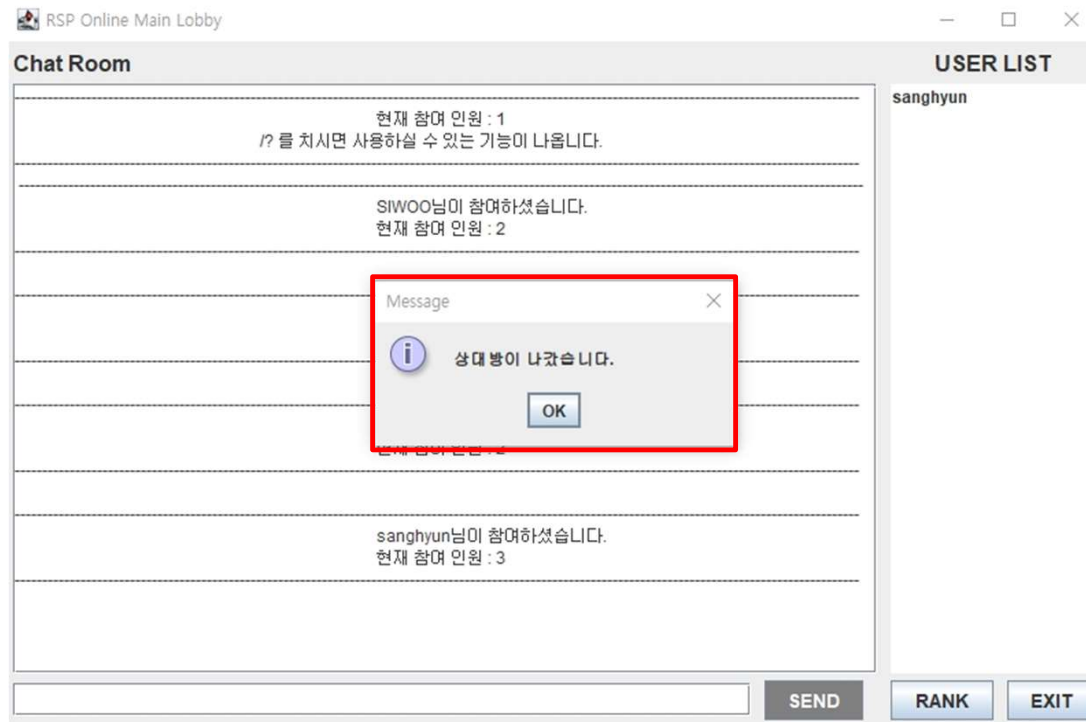
## RESTART

Winning the game.

It shows the results of win, loss, and draw according to game logic.

# Main Lobby

Back to Lobby



## Opponent Left

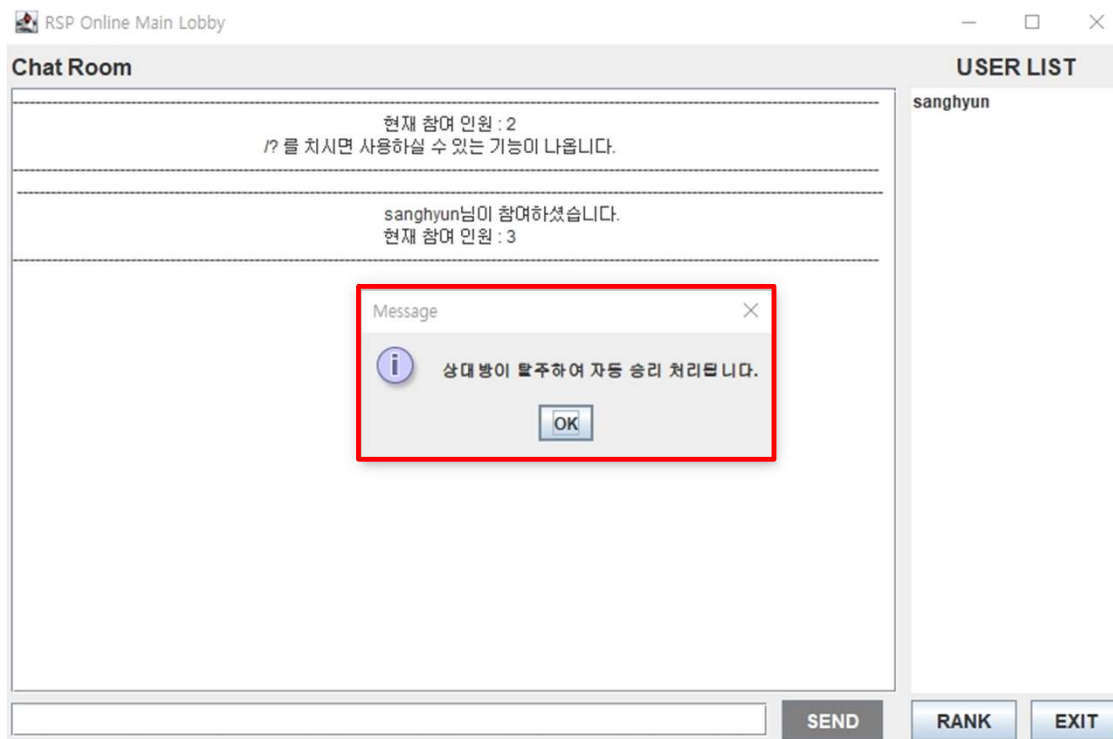
If even one user leaves the game room, everyone will be taken to the waiting room.

Back to Main Lobby.

Add name to USER LIST and Update  
Other users can invite you to game again.

# Main Lobby

Run away



## Leave During the game

If all users are ready and leave, the user who left will be defeated.

The remaining users are treated as a victory.



### **3. Link URL**

# Repository

lim-siwoo / RSP\_Online

Public

Unwatch 1

Fork 0

Starred 3

<> Code

Issues

Pull requests

Actions

Projects

Wiki

Security

Insights

Settings

master

1 branch

0 tags

Go to file

Add file

Code

pobite 길이 조절4

479c793 12 minutes ago

234 commits

.idea	길이 조절4	12 minutes ago
IMG	Ingame 수정	14 hours ago
out/production/RSP_Onli...	add 짜잘한 버그픽스111111	14 hours ago
res	채팅방 예제코드 추가	last month
src/com/networkH2021/...	길이 조절4	12 minutes ago
README.md	Create README.md	last month
RSP_Online.iml	server,mainlobby	2 days ago

README.md

# RSP\_Online

RSP\_Online Gachon term project Gachon network termproject Rock scissor Paper Online in Java

About

RSP\_Online Gachon term project

Readme

3 stars

1 watching

0 forks

Releases

No releases published

Create a new release

Packages

No packages published

Publish your first package

Contributors 3

lim-siwoo 임시우 (Siwoo Lim)

pobite

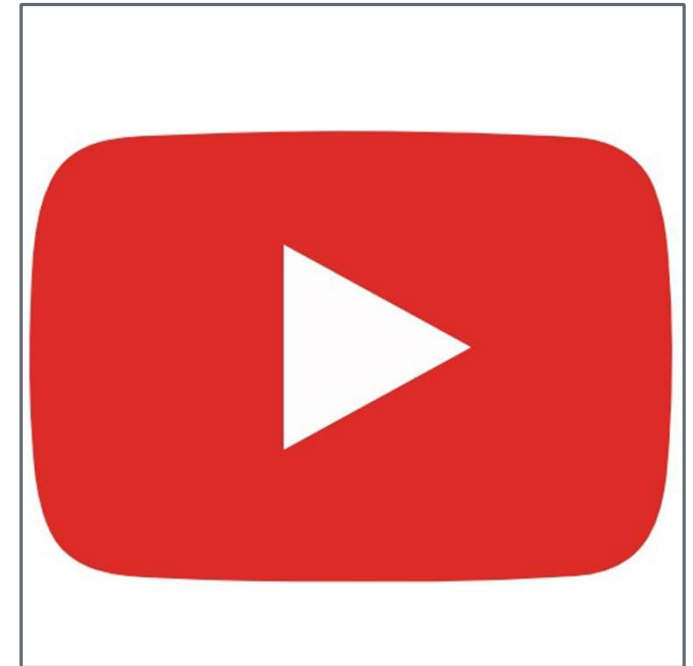
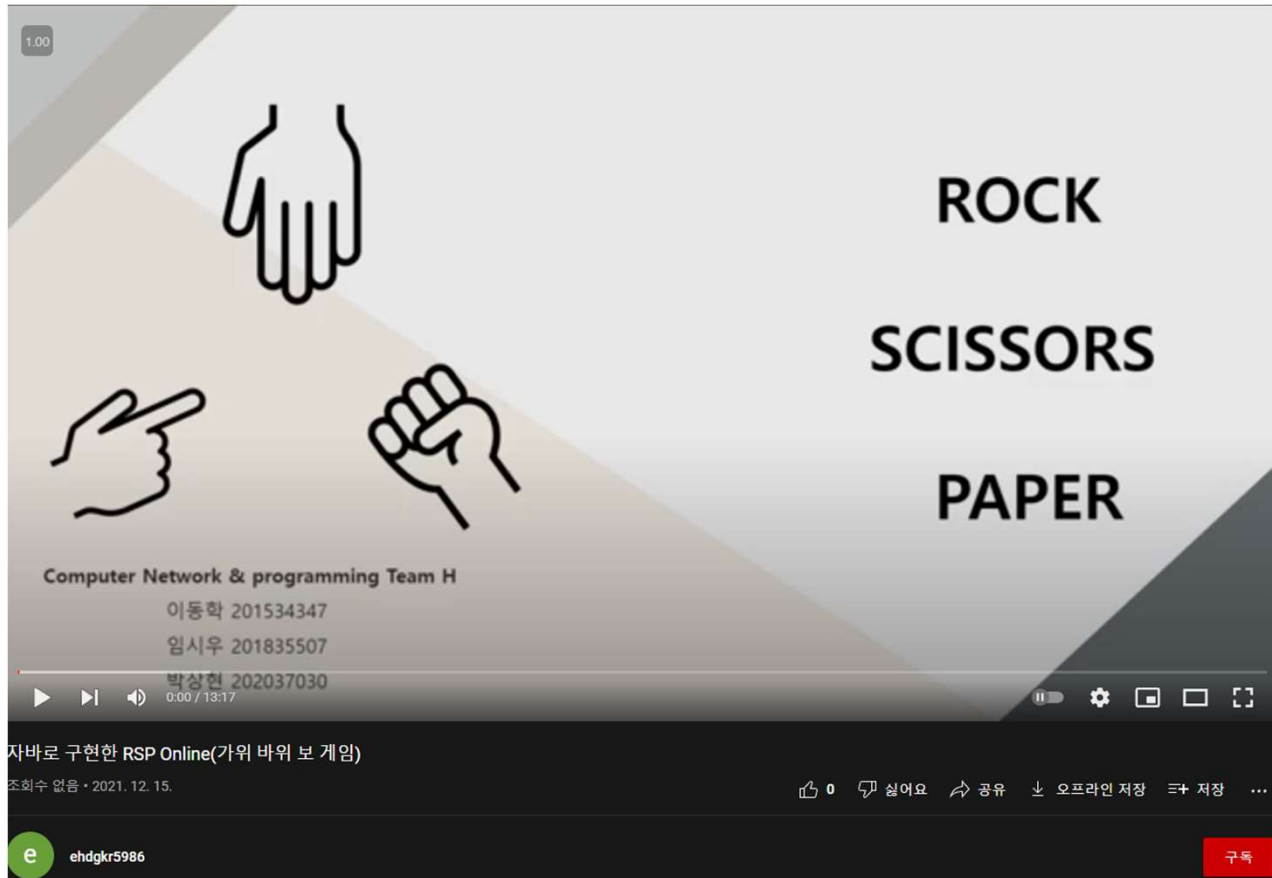
qkrsh



[https://github.com/limsiwoo/RSP\\_Online](https://github.com/limsiwoo/RSP_Online)



# YOUTUBE



[https://www.youtube.com/watch?v=RMFb6O\\_aZ4U](https://www.youtube.com/watch?v=RMFb6O_aZ4U)

## Members



**LEE DONG HAK**

DBMS  
Game GUI  
Game function  
Game Networking



**LIM SIWOO**

SocketServer  
Multi-thread(Server,Client)  
Client GUI function  
Chatroom(All,1:1)



**PARK SANG HYUN**

Game GUI  
Game function  
Game Networking



**THANK YOU**