

Jokenpo

Group Assignment.

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A description of the game

Jokenpo is a hand game usually played by two people, where players simultaneously form one of three shapes with an outstretched hand: rock, paper and scissors. The "rock" beats scissors, the "scissors" beat paper and the "paper" beats rock; if both players throw the same shape, the game is tied.

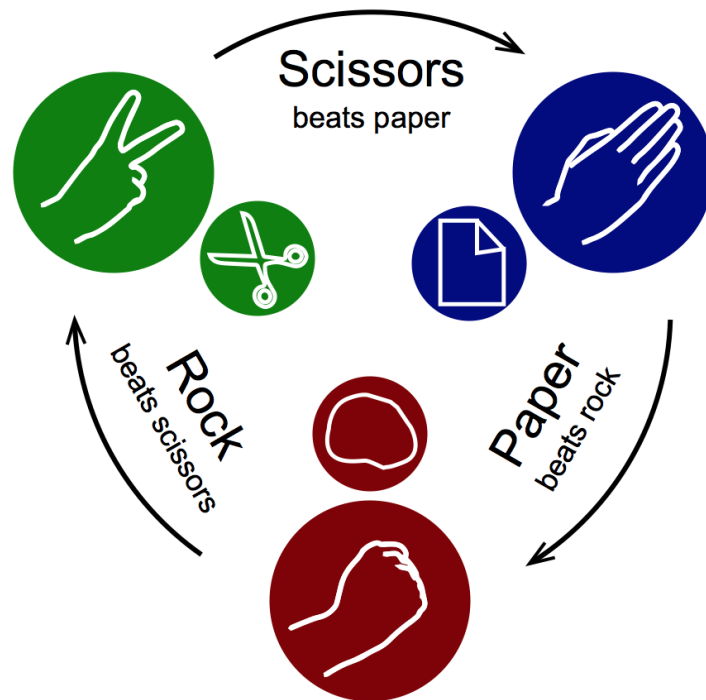


Image 1: Infographic of the game

Instructions to play the game

First, the user must do the registration typing their the name, email, address and phone. In the next step, the user needs to invite an opponent to start the game and the chat. The player chooses one option (rock, paper or scissors) and press the "play" button. The result will be showed in the chat after both players already played.

Instructions to run the project

The project can be run in one machine or using different machines. See below how to run in both situations.

Running in one machine

First of all, to run the project in only one machine, you should start the naming service. To do so, open the terminal command line and run "tnameserv -ORBInitialPort 1050" (by default it runs on port 900, but as in unix based system the first 1024 ports are reserved, you should start using port 1050).

With the naming service running, your environment is ready to execute the server. So, start the server and then the client (each user should run one client).

Running in different machines

To run the project in different machines will be necessary one dedicated machine to be the server. In that machine, you should start the naming service and the server. To do so, open the terminal command line and run "tnameserv -ORBInitialPort 1050" (by default it runs on port 900, but as in unix based system the first 1024 ports are reserved, you should start using port 1050). With the naming service running, your environment is ready to execute the server. So, start the server (you will need the IP address of the server when running the client).

In the client code, you should change the "ORBInitialHost" property from "localhost" to the IP address of the server. Done! Just run the client and enjoy.

Description of what you did in the project

The project was made using Extreme Programming (XP) methodology, developing the software using pair programming with frequent releases in short development cycles and adding new functionalities as an incremental model.

Both members discussed about the structure and architecture of the project in all the development process. The idl file was the initial point of the implementation. After generate the files required to the implementation, the Server, Servant and Client was implemented. The development cycle was basically implements new functionalities, run the project and, if it was needed, re-compile the idl to add a new methods or functionalities to the system.

The GUI (Graphical User Interface) was built using the Swing Widget Toolkit in the NetBeans IDE. The NetBeans offers the facility of develop Graphical Interfaces, but it was not the IDE used to implement the application. The main IDE used to develop the application were Eclipse and Sublime. The operating systems environment used was Mac OS Mavericks 10.9.2.

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