



B4- Synthesis Pool

B-ADM-442

jetpack2Tek3

Client

v0.2



jetpack2Tek3

Client

binary name: : clientJ2T3
repository name: : jetpack2Tek3
repository rights: : ramassage-tek
language: : C
group size: : 2
compilation: : via Makefile, including re, clean and fclean rules



- Your repository must contain the totality of your source files, but no useless files (binary, temp files, obj files,...).
- All the bonus files (including a specific Makefile) should be in a directory named *bonus*.
- Error messages have to be written on the error output, and the program should then exit with the 84 error code (0 if there is no error).



The Makefile is shared with the server
You need a **client** rule in order to compile the client.
This binary will mostly be evaluated during the checkpoint.
Having a functional client is imperative!

The goal of this project is to create a game like *Jetpack Joyride*.

This project deals with the client section, which is going to allow a user to play network games with Jetpack2Tek3!

Your client should handle the following:

- the communication with the server in a thread, while complying with the server's protocol,
- the graphic interface in a second thread by displaying the map with its elements and players, players' scores, distances covered on the abscissa axis, and the result at the end of a game.



The network thread will only take care of updating the information, while the display thread will display this information however you would like!



All invalid commands will be ignored.



```
Terminal + X
~/B-ADM-442> /SynthesisPool> ./clientJ2T3 -h <ip> -p <port>
```



The client should not be blocking!

Only one select is authorized within your program (not related to non-blocking sockets, which, for their part are forbidden so no `fcntl(s, O_NONBLOCK)`)