

Peer-Review 2: Network protocol

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Network protocol evaluation of group AM45.

1 Positives

- The current design could ease the implementation of the disconnection management AF.
- Exchanged messages look really small in size so communication should be extremely fast.

2 Negatives

- It's not clear how or when the server sends updates of the view to the clients.
- Client repeatedly asks the server for control with the 'AskForControl' command. This could be avoided by putting the client in a listening state when not its turn. After the previous client has completed its turn, the server should broadcast changes to the view forbidding commands to all clients except the new current client.
- A user should be allowed to choose what game he wants to join, if there are 2 games with the same gameRules how does a player join the second one?

3 Suggestions

- Introduce a UID for each game so a client can choose which game to join.
- It could be preferable to select TowerColor and Wizard while still in the lobby.

4 Architecture Comparison

Possible changes of our architecture:

- We might start using a userID (by making use of the player nickname) to authenticate and identify the clients for every message.

