Team 15

12:30 Section

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**Project Description**

Our project is quite comprehensible yet in terms of creativity is very compelling. We decided to come up with the original idea of a mixture through hangman and word search. Our program will be implemented through java and javafx. In our game we will execute a four player client developed game, which will all be threaded through a single server. Each player will be given an opportunity to guess a letter of a pre-chosen word. Player 1 starts off with a guess, if guessed correctly they have the opportunity to continue to play for the next letter for double the points. Once the player guesses wrong, the turn moves on to the next player. The games follows this course, until the word is completely guessed. The score is incremented through each turn based on if it is the player’s first correct guess or second or more correct guess. Once the word is completed, the scores are compared for the highest, and the winner is notified.

The GUI will contain 26 buttons each with a letter form the alphabet. Turns will start from player 1 and increment to player 4 in order of game play. The player can click a button to guess a letter in the word. The server contains the updated word with each blank filled that was guessed correctly. The server will also dictate which player’s turn it is, and each player’s score.

We plan to import a dictionary to the server, and a word is chosen at random for each game. Once four players are connected to the server, game play begins. The server communicates score, player turns, and the winner.

We plan to use a lot of the base code given for project 3 for client and server message communication. Furthermore, we plan to add more functionality so clients can choose which letter to guess, and which blanks in the word are already correctly guessed. Once a whole game is completed, each player is automatically exited from the game and clients must connect to the server again to play another round.