Project Report

Problem Statement: 'War with words', a vocabulary building multiplayer game.

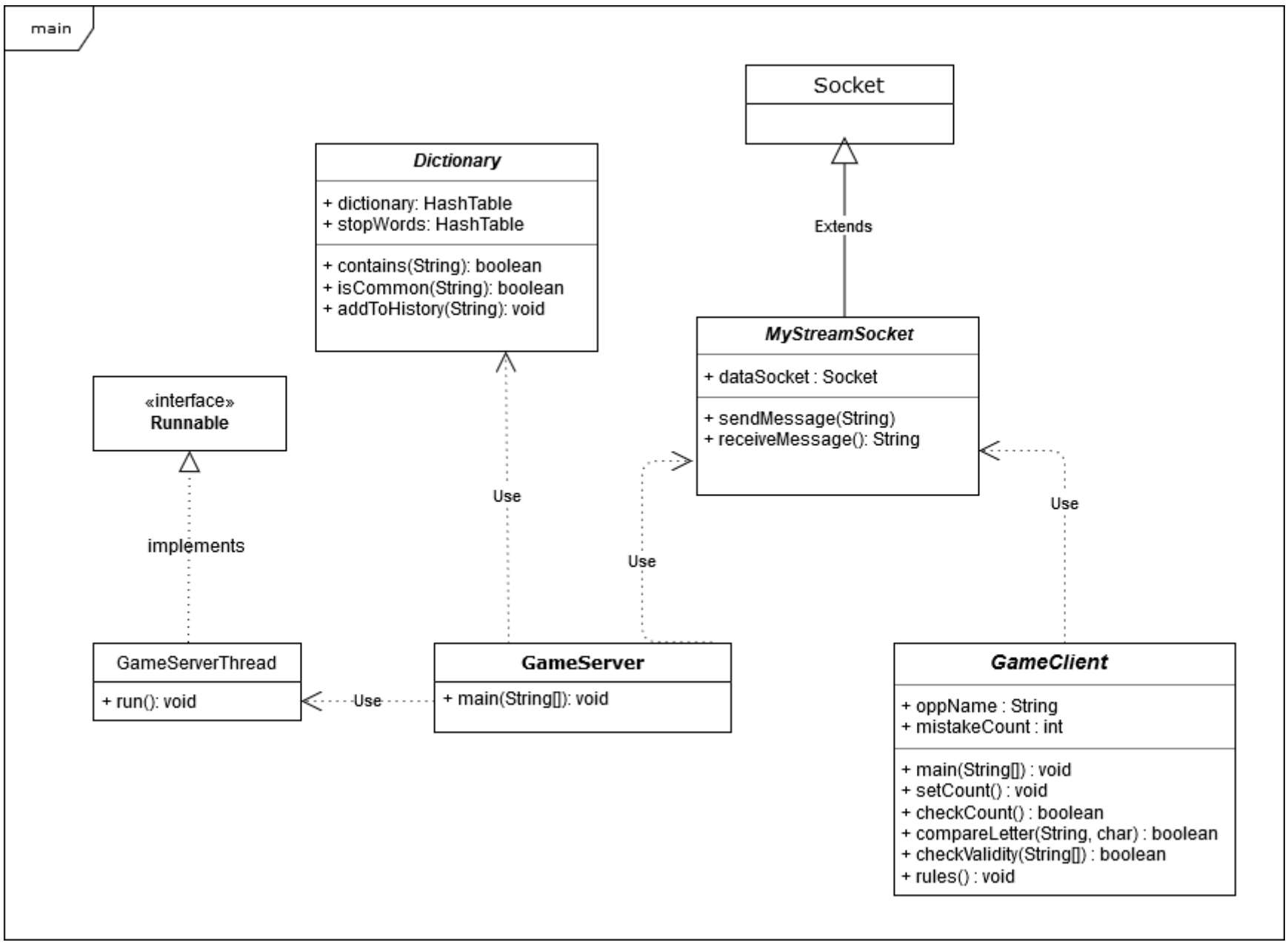
Game Description: This is a two-player game where each player has to come up with a valid English word given that the word should start with that alphabet with which the opponent's word has ended. Each valid word will reward you with score in terms of word length which means the lengthier letter you can come up with the more scores you make. Obviously giving an invalid word will incur penalty. Also, very small (length less than 3) or common words (e.g. I, you, an, the etc.) will not be accepted as a valid move. After certain moves (say 10) the winner will be decided based on scores.

Our Solution: We have come up with a solution which works on client-server paradigm. Here simplified Sequence Diagram

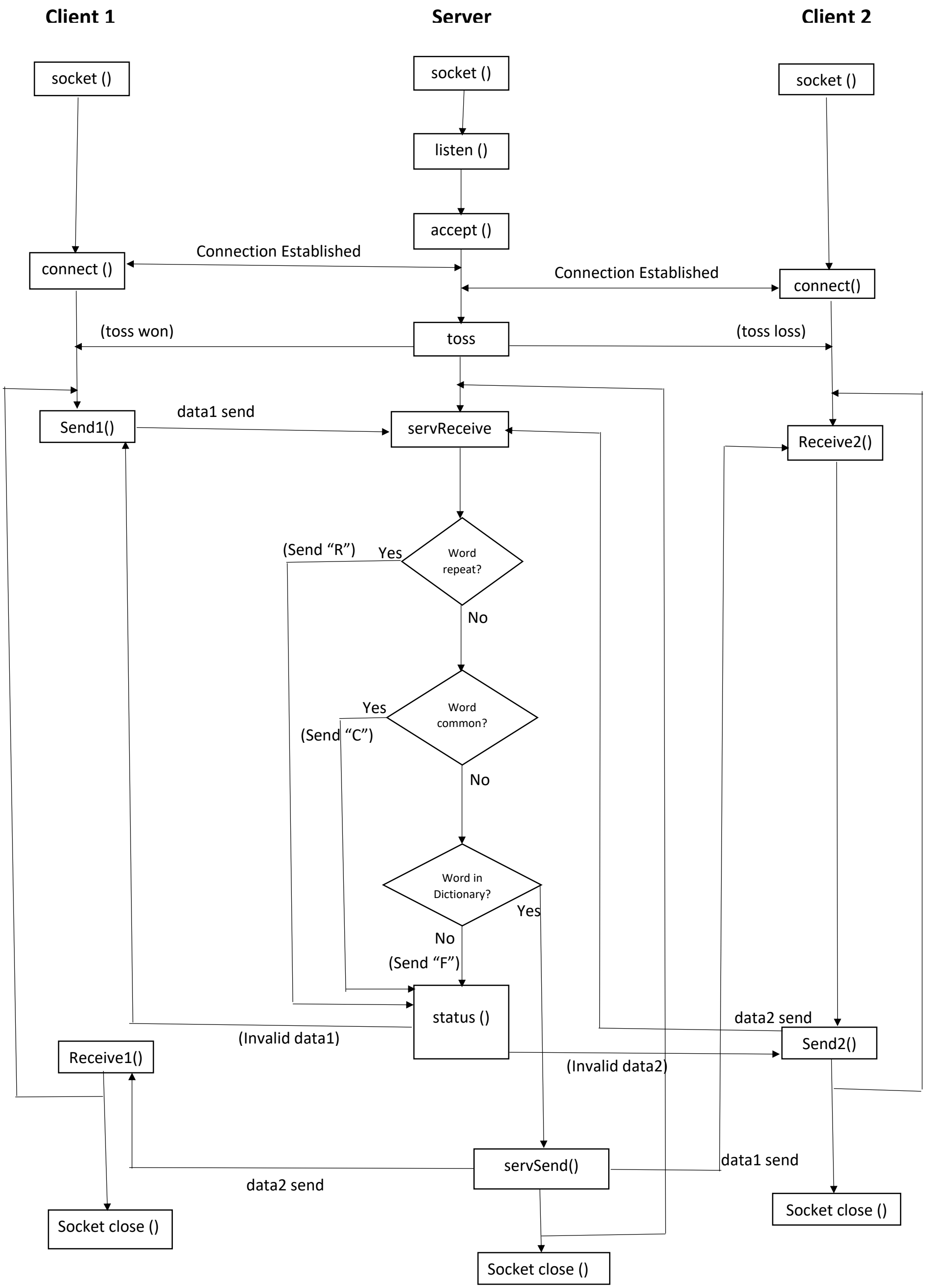
Game over

Class Description:

Association Diagram



Here is the detailed work flow of our Application:



Status codes:

- q: This code notifies server that a certain player is quitting the game. Server declares the other player as winner.
- S: The word entered by a player is smaller than the accepted length.
- R: The given word has already been taken in a previous move.
- F: Word not found in the dictionary.
- C: Word is valid but common.
- T: Word is found in dictionary and accepted.

Future Plans:

1. We can extend our idea to support more than 2 players. Extending MultiCastSocket instead Socket to MyStreamSocket will make it easier.
2. We plan to show not only the words but also the meaning of each valid word entered by the player. We already found a dictionary in json format. This can be used to provide us the corresponding meaning of every word that has been used in each move.