

**Team 26**

Ebrahim Broachwala *ebroac2.uic.edu*

Ian Pennebaker *ipenne2.uic.edu*

Muhammad Zeeshan *mzeesh2.uic.edu*

Ubemio Romero *uromer2.uic.edu*

The original specifications for project 3 of our team's version had a text field where the user can input the port number to connect to and once there is an input the server on button becomes visible and allows the server to get a port number assigned to it. It takes you then right after to a scene with a text field that prints out messages of what each player plays and has a button to disconnect the server. And on the client side we begin the scene with it requiring a port number and a IP number that allows the client to connect to a server with the right port number and once it has an input a connect button becomes visible and would then allow the client to attempt to connect the server with the right port number it also includes a quit button to disconnect out. Once the client successfully connects to a server a text area that is there to notify the client of who won what they played it also has buttons to play a play of either rock,paper,scissors,lizard spock. As well once a winner is decided it will tally up who was won how many points and begin to keep track of the players scores above the text area.

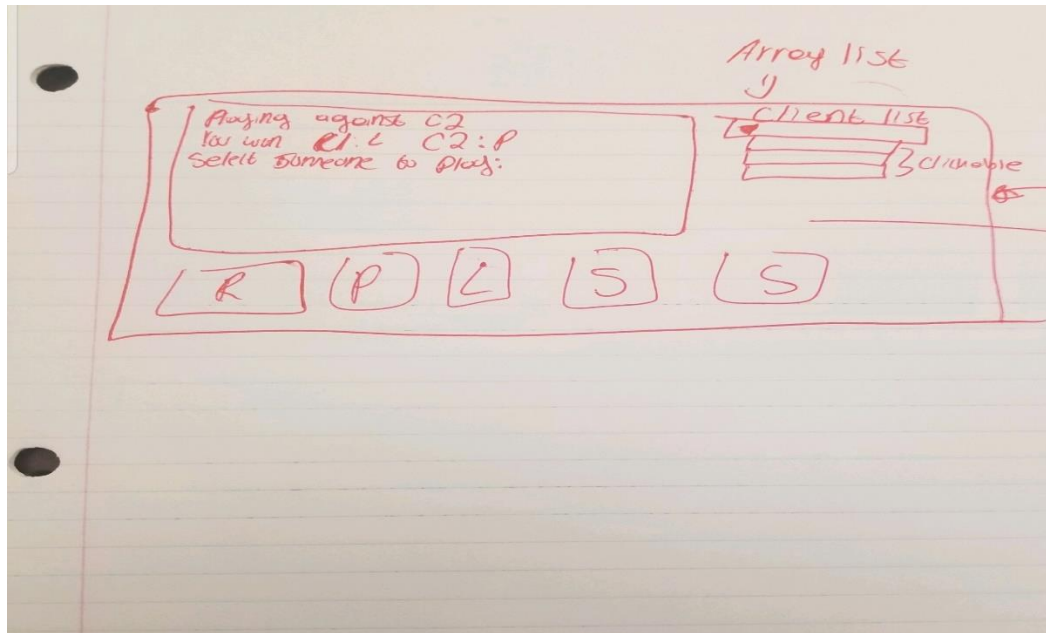
On the updated version on the GUI side on the server side had a scene with a single button that would turn the server on. Once the button is pressed it will turn the server on and would take the user to a new scene with a text area that will receive clients plays along with a button that if it is pressed it will turn the server off. The server would receive the plays of clients and would compute them once two clients have sent their plays. It will decide who has won the round and will send the clients of who has won the round. On the client side the scene begins with two buttons that allows the client to connect to a server or quit the application once it is connected the client is given a unique number to them and they then have a unique identifier. The client on the right side of the scene has a drop-down box that when it is selected it gives him the option of challenging anyone currently connected to the server. Once clicked on any of

them names it will begin a match of the game. It will notify the user of who they are going to play against and then the rest of the scene becomes visible. Allowing the client to make their choice to play their play on the client who was challenged they have the option to ignore who won or to then pick them on the drop-down box to play a round of the game.

How to play the game.

- 1.Start the server and turn it on
- 2.Start a client or as many as wanted and connect to the server
- 3.The client will be given a unique identifier
- 4.The client then has the option to challenge anyone on the server by clicking their names on the drop-down box
- 5.If you are the challenger you will then be allowed to make a play for the round, if you are the challenged you will have to select the name who has challenged you and you will know who this is by the text area message that will inform you of who wants to play a round with you.
- 6.Once the challenged accepts the game his screen to select a play will become visible to make his choice of what to play

7. Both players will be given a message of who won the round and end their session allowing them to challenge another person to a game and start step 4 all over.





"Player 1" == "Player 2"

message = &data + string

for (i=0; i<size; i++)

if (message.equals("Player 1" + "Player 2"))

// do something

3

7

C1 = P1  
C2 = P2

C1 = P1  
C2 = P2



dropdown box

0 J  
1 M  
2 N

