Team 23: 12:30-1:45 section

Nabeel Haq - [nhaq2@uic.edu](mailto:nhaq2@uic.edu)

Juan Moraza - [jmoraz2@uic.edu](mailto:jmoraz2@uic.edu)

Hector Sanchez Rios - [hsanch21@uic.edu](mailto:hsanch21@uic.edu)

Project 5 Description

For our final project, we decided to create a fairly simple game with a die roll. To play the game, each of the 4 players will click the button on their GUI that has a picture of dice on it. This will give them a random number between 1-6. After each player has rolled their dice, the player with the highest number is the winner. For this game, we will be using Java with JavaFX using sockets and threads. The client server relationship will be implemented similar to how we did it in project 3 and 4. The server GUI will have a text field where you can enter a port number, along with a connect button to connect to the server. It will also have a text area to display messages between and clients and another text field where you can enter messages. We might add more to the server GUI but for now, those are the essentials. If we decide the text area and text field for messages is pointless, we might end up removing it because the main focus is on the client windows. For the client GUI, there will be a text field for the port number and the IP address, with a connect button that will connect the client to the server. It will have a button to roll the dice, along with a text field and text area to send and receive messages. Again we might add more later. The clients will each be on a separate thread, so that each player will be unique. The game will not be able to start until at least 4 clients are connected. A random number will be assigned to the client when the die roll button is clicked. When each of the players has clicked the button, the client GUI will automatically display the winner, and the points for each player. One round is when any player gets 1 point (we might change this later). A new game will automatically be started after the round is over, and the clients die roll numbers will be reset. When a client exits the GUI, each remaining client and the server will be notified. Any message sent from a client will show up on every client GUI and the server GUI.