

Nadine Jackson, Raymond Wu
Mr. Kthxbye

Period 10
Group 68

SET

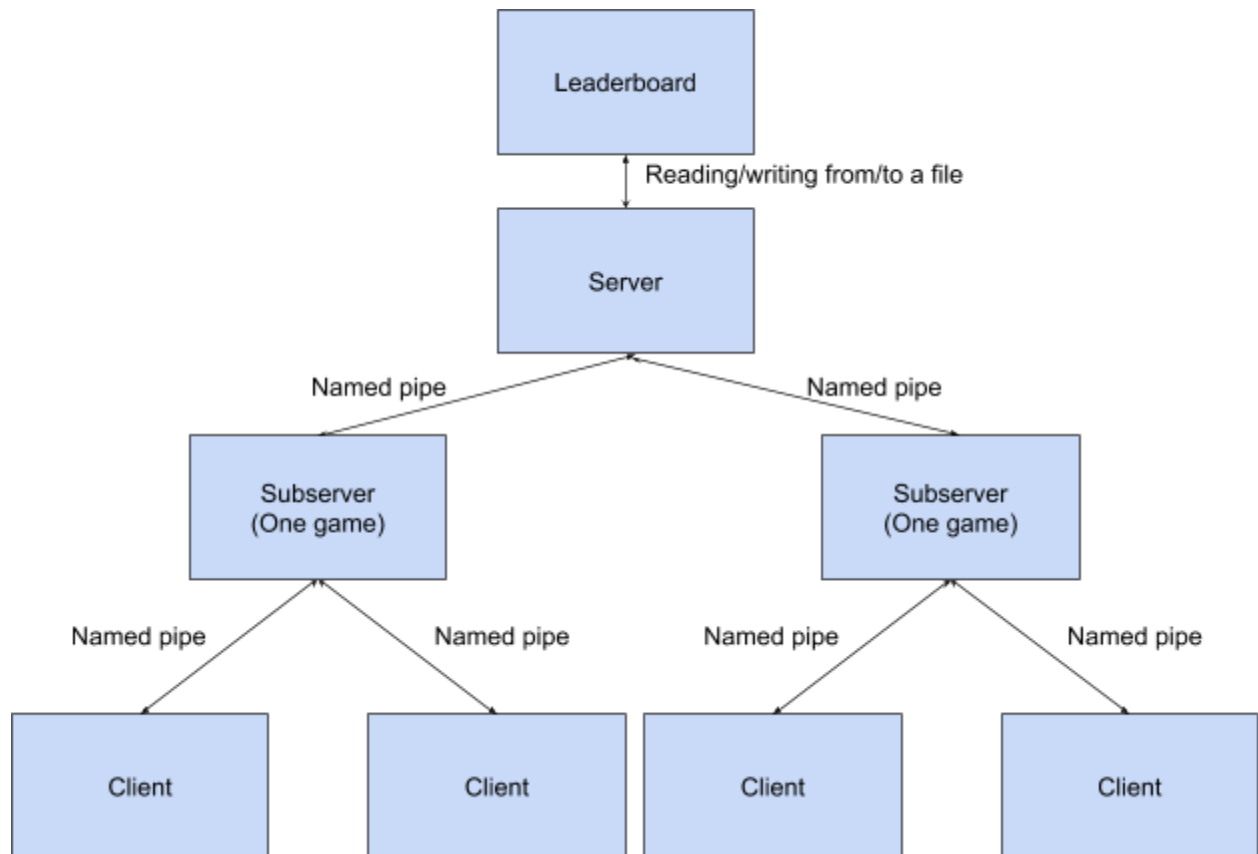
Project Description:

Our project is to create the game SET in the terminal with multiple players such that computers can connect to a server in order to initiate a game. Our project seeks to solve the problem where in real-life gameplay, there could be disputes over who saw a set first. As players call a valid set, the set is immediately removed from the board on all of the players' interfaces. Our program will log in and connect players and a shared memory leaderboard for stats. At most one client will run on any one computer.

Include a summary of features for each of the milestones below:

- Minimum viable product
 - Single-client server to play set with username and password
 - Leaderboard
- expected product
 - Two-player SET game between multiple computers
- If you have extra time
 - 3+ player SET game between multiple computers

Diagram - your expected program structure, this will certainly evolve over time.



Development Stages

- Server
- Game (1 client)
 - Display cards, set arrays, etc.
 - User input
 - Clear screen
 - Store stats in server
- Multiple clients
 - Showing updated views upon change
- Networking between clients on the same computer
- Networking between computers/sockets

It only makes sense to develop the dependencies before working on dependent features, so this is the workflow we intend to use.

Work delegation

- Server [Raymond]
- Game (1 client) [Raymond]
- Multiple clients [Raymond + Nadine]
- Networking between clients on the same computer [Nadine]
- Networking between computers/sockets [Nadine]

We can always communicate and consult each other for help when we get stuck on a particular part of our tasks.

