

MEMO

TO: Matthias Felleisen, Asumu Takikawa

FROM: James Shargo, Sarah Laplante

SUBJECT: Obstacles Encountered Implementing Remote Proxy Pattern

Implementing the remote proxy pattern presented no unexpected challenges. That is to say, our modifications outside of the core implementation of the pattern consisted of fixing known bugs and implementing kicking players, which we had not done previously.

Our implementation required adding two classes:

- ProxyPlayer
- ProxyAdministrator

an XML translation layer and a networking class:

- Lib/remote_xml_interface.py
- AcquireNetworkMixin

and three wrapper scripts:

- project12/run_admin.py
- project12/run_player.py
- project12/run_cheater.py

Our implementation required modifying existing code where we hadn't quite matched the spec or needed to implement kicking bad players. These changes happened in manager:

- we now kick misbehaving players
 - this change had not been implemented previously, and therefore was a lot of work
 - we kick players for illegal moves, invalid XML, and timing out
- the merger callback now returns a state and a list of players instead of player names
- players receive a message about their new tile at the end of the turn