

Documentation of the hangman game project

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We have used in this project a third-party library that facilitates reading and writing to csv files that we need to keep the data about the users for long periods of time even when the game server is off.

The name of this library is openCSV we have imported it from our maven project, and the documentation for how to use this library will be provided below by the main annotations that we will use in this project are:

* @CsvBindByName
* @CsvBindAndSplitByName

The components from openCSV that we used to read write to csv files are:

* CSVReaderBuilder
* CsvToBeanBuilder
* HeaderColumnNameMappingStrategy
* StatefulBeanToCsvBuilder

# https://opencsv.sourceforge.net/

Team formation:

Team formation is determined by user that has made the team-based game the steps for this is as follows:

1. The user chooses from the console that he wants to start a team-based game
2. The game server will ask the user to enter the number of teams in the game, the name of each team, the number of players per team and the usernames of the players
3. After the above steps are done successfully a join code will be sent to all players that are invited to this game including the user that set up the game
4. The server waits until all players join the game
5. once all the players join the game then the game starts

scores criteria:

The score is determined by the number of correct letters of the hangman word the user has guessed correctly before he ran out of lives

If he is in a single game, then his score must be equal to the hangman word length to win

But in team-based game even if the player didn't guess all the letters of the hangman word correctly if one of his teammates managed to guess the rest of the letters correctly before the other teams then this player as well as his whole team will win the game if none of the teams managed to guess all the letters correctly then all the teams will loss