

Programming Assignment 6
MultiUser Game (Cloud)

A (really) simple game is piles of stones

The game has three piles of stones, and players pick up stones from the piles (limited to picking up from just one pile).

There are two players (who should enter their names) and an administrator (judge).

The judge decides: How many stones there are in each pile at the start of game play, what the maximum (and minimum) number of stones that must be picked up by a player in each turn, who plays first and the total score(s) for multiple plays. The judge should also decide when a game round has completed (it is not automated) and who won.

As the game is played each player (and the judge) should see the stone piles, the names of the players and the scores.

(Of course) since this is a cloud based game, the players and judge may be anywhere on any type of device (with web interface).

This should be implemented with multiple instances or (at least) multiple processes and data shared.

Please, submit in Canvas. Work must be individualized, but may be done in a group.

You must submit this lab, working (or partially) by the due date.

Your program should be well commented and documented, make sure the first few lines of your program contain your name, this course number, and the lab name and number.

Your comments should reflect your design and issues in your implementation.

Your design and implementation should address error conditions.