# Online game project description

Design and implement an network game/online game( double or multiplayer game, not person to computer game.) *For example: Network Gobang game, network chess game, Tetris game*

**Completion time**: 3 or 4 weeks, deadline: 2018.12.25

**Project defense time**: the sixteenth week (25 December), Tuesday afternoon 2:00

## Technical requirement

* object-oriented programming techniques: class, object, interface, package, encapsulation, inheritance, polymorphism, design pattern.
* The exception handling
* The input / output stream
* Collection
* The multithread technology
* The graphical user interface
* The TCP/IP or UDP client and server network programming technology

## Submission

Submit **project document** and Source code and bytecode files, and prepare project defense.

## Project Documentation Requirements

* Project title
* Project introduction
* Introduction of technology application in project
* Outline design
* Detailed design
* System manual
* Innovation
* Summary and evaluation
* Reference documentation

## Project evaluation:

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| basic function  (50 points) | * Technology (30 points): * Exception, Thread, GUI, network , I / O stream, Collection (Each 5 points) * Able to run (10 points): * GUI design is reasonable, easy to use (5 points) * System stability (5 points) |
| Code checking for basic functions  (20 points) | * Class and method explanation * Requirements: the implementation of the technology and algorithm can be explained clearly. |
| New techniques  (10 points) | * Using the techniques that are not mentioned in the course, each innovation is 5-10 points depending on the difficulty |
| Program organization  (10 points) | * Software layered structure (for different layer, classes in different package ) （4分） * Coding conforms to coding conventions（3分） * Code Comments（3分） |
| documentation  (10 points) | * Requirements, design, implementation, summary, user manual(each item 2 points) |