

Distributed Systems Project - 25 %

Rock-Scissors-Paper game

Deadline: Week 10 (Friday)

Project Description

This project should be done in **groups of two-three**.

For this project, you will design and implement a distributed system, implementing the **Rock-Scissors-Paper** game based on Java/Corba.

The server should be able to support any number of games. A game can be played by two players.

In order to get the marks, each member of the team should submit every 2 weeks a report with what s/he did during the last 2 weeks for the project

Tasks:

1. Create an IDL file that represents the communication system.
(20 marks)
2. Create the servants that represent the functionality of the above system based on the delegation model.
(10 marks)
3. Create a Server that stores the references to the communication system using the Java naming service.
(10 marks)
4. Create a GUI based client that allows the user to play the game.
 - a. Client implementation (10 marks)
 - b. GUI implementation for the client (10 marks)
5. Demonstrate the use of Any and typecodes in the communication system that you have chosen.
(15 marks)
6. Discretionary (elegance, tidiness, easy to read/understand, README/report file, etc.)
(15 marks)
7. Bi-weekly report
(10 marks)

Note: the marking scheme is subject to change.