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CS434 - INTERNETWORKING PROTOCOL

**LAB 01: SOCKET PROGRAMMING**

**Self-Evaluation**

1. **Team information**

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Name** | **Student ID** | **Contribution(%)** |
| 1 | Đinh Vũ Quỳnh | 1751099 |  |
| 2 | Phan Đăng Khoa |  |  |
| 3 | Phạm Quốc Huy |  |  |

1. **Score sheet**

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| --- | --- | --- | --- |
| **No.** | **Requirements** | **Score** | **Evaluate** |
| 1 | Use C/C++, Java,C# | 2 | 2(C#) |
| 2 | Implement wholegameplay properly | 3 | 3 |
| 3 | Socket Non-blocking | 2 | 2 |
| 4 | Have a good UI(MFC,WPF,Swing) | 3 | 3 |
|  | Total | 10 | 10 |

1. **Specifications**

Storyline: The story of the game is how the requirements are stated(i.e all requirements are implemented). *In short*: The server sends some keywords which the clients(players) will guess by switching between players(with some constraints included). At the end the player who has the most point wins

Bonus functions:

**Scoreboard**: There is a scoreboard ranking players when the game end.

**Status board**: We do this because we think it is intuitive and make the game more easy to play. It shows the status of the game(a new question loaded, announce the score earned, rightness of the character/keyword sent, instructions, status of players,…

**Chat between players and server**: Player can send message between clients