Team 13

Mohammed Khan – mkhan263@uic.edu

Pat Kolakowski – pkolak3@uic.edu

Qasim Mir – qmir2@uic.edu

Shalin Patel – spate423@uic.edu

The original project 3 code consisted of two clients being able to play against each other properly by having a refresh button in the client GUI, so it reveals the opponents move. The server would update the clients by telling them who won the round and update each player's score and moves. You were able to play until one of the clients reached 3 wins.

The changes made to the original code was that now we have added a list view in the main screen where you can click on one of the servers currently connected to the server. By clicking on one of the servers you are prompted to click the challenge button which specifies a client based off what you click from the listview. With this you can now have more than one games going on at the same time. Once you successfully challenged you and the other client are now on the challenge screen where you can pick your move based off images. Afterwards both clients move to the game screen where you can see if the challenger or the opponent won based off their respective moves. Also, it evaluates who won in the server side with simultaneously with the multiple games that are going on between clients. Once winner was decided we sent back the gameinfo to each client respectively to their game id they are assigned in and also lets each client see their opponent moves. Replay button was added so you can go back to the main screen where the client will be able to select another challenge if they want to play again.

Mohammed Khan: Contributed towards keeping multiple games running and properly allocated them to their respective game id. This ensured that each game had their gameinfo objects separate which helped avoid randomly assigning the gameinfo objects to clients in different games. Also implemented data structure array list that stores each game into an array list to keep track of which clients are in game. Also responsible for debugging and correcting mistakes in the GUI/overall implementation that was occurring due to not keeping the games separate. Provided insight with logic and overall implementation of the project by working on code dealing with the client sending information to the server and vice versa.

Qasim Mir: Contributed towards upgrading the GUI for server and clients. Was responsible for the wireframe and the implementation of it for project 4. That is adding client connection in list views for players to be able to choose who they want to challenge. Replay functionalities as well were implemented in the new GUI so they can challenge different clients. Also implemented the button that revealed the opponent move.

Shalin Patel: Contributed towards implementing the array list functionalities. Properly adding the client counts in the array lists and game info passing through the array lists were added. Came up with the test's cases for the project. Revamped the logic from project 3 to allow multiple clients to play the game. So, allowing users to be able to challenge another based off what client they challenge. Helped debug and correct mistakes that were occurring in the GUI.

Pat Kolakowski: Did not contribute