CECS 277 – Project 6 – Networked Galactic Risk –

Expand on Project 5 to implement the following:

Server –

1. Make the server the computer player.
2. The server should be threaded.
3. The server should receive all of the client's moves and then respond accordingly.
4. The computer should start with a home planet of its own color and a set population.
5. Give the computer three different levels of AI:
   a. the computer attacks random planets
   b. the computer attacks nearby large planets first, then attacks the user.
   c. the computer attacks large planets with low populations, performs checks to see if it has sufficient forces to attack, and attacks the user whenever it does.

Client –

1. Make the client the interface for the user.
2. The client should be threaded.
3. The client should receive all of the server's moves and update the board accordingly.
4. The user should start with a home planet of its own color and a set population (same starting population as computer player's).
5. Allow the user to choose a computer AI level when starting.