A "LITTLE AND SIMPLE" GAME

Assignment description

Exercise 1:

Make a turn-based network protocol for 2 or more players, which support these requirements:
a) A client should be able to log on the server
b) A client should be able to log off the server
c) A client X should be able to invite client Y to play the game Z (where Z is one of the 4 games in "Exercise 2" - see below)
d) A client Y should be able to accept an invitation from client X to play the game Z
e) When all relevant clients have accepted to play the game Z against each other, the server must decide who starts. The server then notifies all relevant clients about this.
f) The server keeps track of, who's turn it is, and notifies this to all relevant clients after each move.
g) A client should be able to make a move. The "Game logic"* on the server decides whether the move is legal.
h) After a legal move has been submitted, all relevant clients must be updated. Hence the local GUIs can be updated as well.
i) The "Game logic"* on the server decides, when the game is over. And the result. The server notifies this to all relevant clients.
h) A client should be able to resign/quit at any time. If so, he/she loses, and the game continues if there are more than 1 players left. Otherwise the last player wins. The server notifies this to the last player.

Exercise 2:
Implement Game logic and GUI to at least one of these 4 games: Tic-Tac-Toe, Four-in-a-row, Yatzy or Chess. Use the protocol from Exercise 1 to make is possible to play the game over a network.