Java project

Battle Royale Simplified

Server Side:

Server will start from 'ServerWindow' Class. After starting server it will wait about 10 seconds for adding clients. The work of accepting new client is done by 'ClientAdder'. For each client server will create a sender thread and a receiver thread. Receiver thread will receive data as string . Then it will process data and update the players of server side. Sender thread will create data from players in scene and send it to corresponding client.

Client Side:

Client will start from 'MainWindow' Class. After entering name a file will be opened using his name if he is a new user (it is not case sensitive). In this file Career result of clients are stored. after selecting play game button a field will appear for inserting server ip. after connecting to server it will wait for 15 seconds for getting data of all players and then will show in scene. For each time refreshing it will send data to server as string. and client reciever will receive data as object. in client side it will be updated using players playerdata each time refreshed. By pressing space bullets will be shooted. Then if it hits any other player health of the player will decrease. game will be over if health is 0. after game over score of file will be updated in GameWindow.