

# Submission Worksheet

Course: IT114-002-S2025

Assignment: IT114 - Milestone 3 - RPS

Student: Trinity C. (tdc28)

Status: Submitted | Worksheet Progress: 89%

Potential Grade: 8.17/10.00 (81.70%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT114-002-S2025/it114-milestone-3-rps/grading/tdc28>

## Instructions

1. Refer to Milestone3 of [Rock Paper Scissors](#)
  1. Complete the features
2. Ensure all code snippets include your ucid, date, and a brief description of what the code does
3. Switch to the Milestone3 branch
  1. `git checkout Milestone3`
  2. `git pull origin Milestone3`
4. Fill out the below worksheet as you test/demo with 3+ clients in the same session
5. Once finished, click "Submit and Export"
6. Locally add the generated PDF to a folder of your choosing inside your repository folder and move it to Github
  1. `git add .`
  2. ``git commit -m "adding PDF"`
  3. `git push origin Milestone3`
  4. On Github merge the pull request from Milestone3 to main
7. Upload the same PDF to Canvas
8. Sync Local
  1. `git checkout main`
  2. `git pull origin main`

100%

### Section #1: ( 1 pt.) Core Ui

100%

### Task #1 ( 0.50 pts.) - Connection/Details Panels

Combo Task:

**Weight:** 50%

**Objective:** *Connection/Details Panels*

## Image Prompt

**Weight:** 50%

**Details:**

- Show the connection panel with valid data
- Show the user details panel with valid data



connection panel 1



user details panel



connected to server, now in lobby



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## Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code flow from recording/capturing these details and passing them through the connection process

Your Response:

When the client enters the server address and port they then have to enter their username next. After

100%

## Task #2 ( 0.50 pts.) - Ready Panel

### Combo Task:

**Weight:** 50%

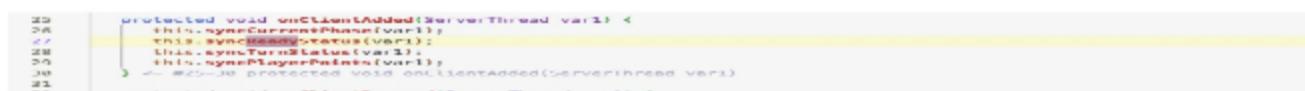
**Objective:** Ready Panel

### Image Prompt

**Weight:** 50%

**Details:**

- Show the button used to mark ready
- Show a few variations of indicators of clients being ready (3+ clients)



```
202 protected void onClientAdded(ServerThread var3) {
203     this.syncCurrentPhase(var3);
204     this.syncReadyStatus(var3);
205     this.syncTurnStatus(var3);
206     this.syncPlayerPoints(var3);
207 }
208 }
```



ready button +



```
202 protected void onClientAdded(ServerThread var3) {
203     this.syncCurrentPhase(var3);
204     this.syncReadyStatus(var3);
205     this.syncTurnStatus(var3);
206     this.syncPlayerPoints(var3);
207 }
208 }
```

syncing ready status in on clientadded

```
1.05
1.06
1.07     override
1.08     public void onReceivePhase(Phase phase) {
1.09         System.out.println("Received phase: " + phase.name());
1.10         if (isVisible()) {
1.11             setVisible(true);
1.12             bulletPanel.setValid(true);
1.13             bulletPanel.setDeterrent();
1.14             bulletPanel.repaint();
1.15             System.out.println("GamePanel visible");
1.16         } else if (phase == Phase.GAMEOVER) {
1.17             bulletPanel.show(playLevel.deterrent(), READY_PANEL);
1.18             bulletPanel.setEditable(false);
1.19         } else if (phase == Phase.IN_PROGRESS) {
1.20             bulletPanel.show(playPanel.getPanel(), PLAY_PANEL);
1.21             bulletPanel.setEditable(true);
1.22         }
1.23     }
1.24 }
```

## ready phase



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## Text Prompt

**Weight:** 50%

## Details:

- Briefly explain the code flow for marking READY from the UI
  - Briefly explain the code flow from receiving READY data and updating the UI

---

**Your Response:**

When the clients join the game room they click the ready button in the UI which sends a message to the server indicating that they are ready. When the server receives the message it updates the



## Section #2: ( 2 pts.) Project UI



### Task #1 ( 0.67 pts.) - User List Panel

## Combo Task:

**Weight:** 33.33%

## **Objective:** User List Panel

#### **Details:**

- Show the username and id of each user
- Show the current points of each user
- Users should appear in score order, sub-sort by name when ties occur
- Pending-to-pick users should be marked accordingly
- Eliminated users should be marked accordingly

## Image Prompt

**Weight:** 50%

**Details:**

- Show various examples of points (3+ clients visible)
  - Include code snippets showing the code flow for this from server-side to UI
- Show that the sorting is maintained across clients
  - Include code snippets showing the code that handles this
- Show various examples of the pending-to-pick indicators
  - Include code snippets showing the code flow for this from server-side to UI
- Show various examples of elimination indicators
  - Include code snippets showing the code flow for this from server-side to UI



clients and their points



code of pending to pick (in\_progress)



## sorting for points



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## Text Prompt

**Weight: 50%**

#### **Details:**

- Briefly explain the code flow for points updates from server-side to the UI
  - Briefly explain the code flow for user list sorting
  - Briefly explain the code flow for server-side to UI of pending-to-pick indicators
  - Briefly explain the code flow for server-side to UI of elimination indicators

**Your Response:**

The code for points updates from server side to the UI is the server calculates the points in `ProcessBattles()`, then updates each client, and broadcasts the scores. For list sorting, after receiving



## Task #2 ( 0.67 pts.) - Game Events Panel

## Combo Task:

**Weight:** 33.33%

## **Objective:** Game Events Panel

#### **Details:**

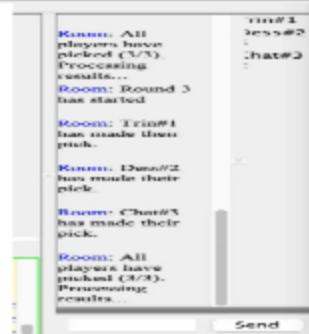
- Show the status of users picking choices
  - Show the battle resolution messages from Milestone 2
    - Include messages about elimination
  - Show the countdown timer for the round

## ≡ Image Prompt

**Weight:** 50%

#### **Details:**

- Show various examples of each of the messages/visuals
- Show code snippets related to these messages from server-side to UI



players making their choice

**Dess#2 finished their turn**  
**Chat#3 finished their turn**  
**Dess#2 wins against Trin#1**  
**Chat#3 wins against Trin#1**  
**Battle results have been processed.**   
**Battle results have been processed.**

battle outcome

```
private void processRoundTimer() {
    Date roundTime = new Date(roundTime);
    if (roundTime.isBefore(new Date())) {
        Chat.roundTime.setTickCallback((var) -> {
            System.out.println("Round Timer: " + var);
        });
        startRoundTimer();
    }
}

private void cancelRoundTimer() {
    if (roundTime != null) {
        roundTime.cancel();
        roundTime = null;
    }
}
```

round timer code

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## Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code flow for generating these messages and getting them onto the UI

## Your Response:

When a player picks a choice, it triggers the handlePICK method, and then broadcasts a message that the user picked using the chat as well as the UI using the relay method. After the server processes the

50%

### Task #3 ( 0.67 pts.) - Game Area

## Combo Task:

**Weight:** 33.33%

## **Objective:** Game Area

**Details:**

- UI should have components to allow the user to select their choice

## ≡, Image Prompt

**Weight:** 50%

## Details:

- Show various examples of selections across clients (3+ clients visible)
  - Show the code related to sending choices upon selection
  - Show the code related to showing visually what was selected



**Missing Caption**



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## Text Prompt

**Weight:** 50%

#### **Details:**

- Briefly explain the code flow for selecting a choice and having it reach the server-side
- Briefly explain the code flow for receiving the selection for the current player to update the UI

Your Response:

**was not able to create the buttons for RPSGB**



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## Section #3: ( 4 pts.) Project Extra Features

100%

### Task #1 ( 2 pts.) - Extra Choices

#### Combo Task:

**Weight:** 50%

**Objective:** *Extra Choices*

#### Details:

- Setting should be toggleable during Ready Check by session creator
  - (Option 1) Extra choices are available during the full session
  - (Option 2) Only activate extra options at different stages (i.e., last 3 players remaining)
- There should be at least 2 extra options for rps-5

#### Image Prompt

**Weight:** 50%

#### Details:

- Show the Ready Check screen with the option for the host (3+ clients must be visible)
  - Show the related code that makes this interactable only for the host
- Show the play screen with the extra options available
  - Show the related code for the UI and handling of these extra options (including battle logic)





ready check screen + extra choices. it got a bit cut off but it says "Pick R, P, S, G or B". available for entire game

```
private void handlePick(ServerThread var3, String var2) {
    var4 = var3.getOpponentName(var2);
    var5 = checkCurrentPhase(var2).Phase_IN_PROGRESS;
    this.checkReady(var2);
    var6 = checkForfeit(var2);
    var7 = sendMessage(var2, "Please pick your choice");
    return;
}

String word = var2.substring(1, var2.length());
if (var3.equals("R") & var3.equals("P") & var3.equals("G") & var3.equals("B")) {
    var8 = sendMessage(var2, "Invalid choice. RPSG or B only");
    return;
}

var9 = switch(word) {
    case "R": return "R";
    case "P": return "P";
    case "S": return "S";
    case "G": return "G";
    case "B": return "B";
    default: return null;
}
this.sendToAllClients(var2, word);
this.broadcast(var2);
this.broadcast(var9);
var1.sendMessage(-1L, var9);
LoggerUtil.INSTANCE.error("Handle Pick exception", var2);
LoggerUtil.INSTANCE.error("Uncaught error in handlePick", var8);
}
```

handlePick code that shows the different choices: r,p,s,g, and b

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## Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code for the host's option to toggle this feature
- Briefly explain the code related to handling these options including how it's handled during the battle logic
- Note which option you went with in terms of activating the choices

Your Response:

The host isn't able to "toggle" on the feature because I went with the option of having the choices available to the clients for the entire game. In the battle logic, R beats S & G, S beats P, P beats R, G beats S & P, and B beats all

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50%

## Task #2 ( 2 pts.) - Choice cooldown

## Combo Task:

**Weight:** 50%

**Objective:** Choice cooldown

**Details:**

- Setting should be toggleable during Ready Check by session creator
- The choice on cooldown must be disable on the UI for the User

### ≡, Image Prompt

**Weight:** 50%

**Details:**

- Show the Ready Check screen with the option for the host (3+ clients must be visible)
  - Show the related code that makes this interactable only for the host
- Show a few examples of the play screen with the choice on cooldown
  - Show the related code for the UI and handling of the cooldown and server-side enforcing it



Missing Caption



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### ≡, Text Prompt

**Weight:** 50%

**Details:**

- Briefly explain the code for the host's option to toggle this feature
- Briefly explain the code related to handling and enforcing the cooldown period (include how this is recorded per user and reset when applicable)

Your Response:

(This area is currently empty. You can type your response here.)

Unfortunately, I was not able to complete the cooldown feature.



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75%

## Section #4: ( 2 pts.) Project General Requirements

100%

### Task #1 ( 1 pt.) - Away Status

#### Combo Task:

**Weight:** 50%

**Objective:** *Away Status*

#### Details:

- Clients can mark themselves away and be skipped in turn flow but still part of the game
- The status should be visible to all participants
- A message should be relayed to the Game Events Panel (i.e., Bob is away or Bob is no longer away)
- The user list should have a visual representation (i.e., grayed out or similar)

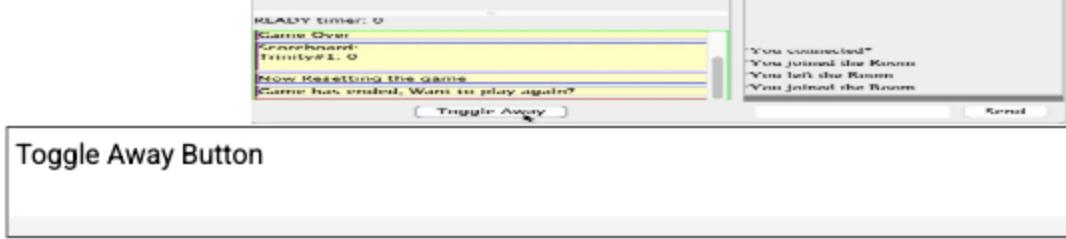
#### ≡, Image Prompt

**Weight:** 50%

#### Details:

- Show the UI button to toggle away
- Show the related code flow from UI to server-side back to UI for showing the status
- Show the related code flow for sending the message to Game Events Panel
- Show various examples across 3+ clients of away status (including Game Events Panel messages)
- Show the code that ignores an away user from turn/round logic





ded, Want to play again?] 05/09/2015 22:11:50 [Project.Client.Client] (INFO): > Game has ended, Want to play again?  
Sending away status to the server...<

sending away status to server

```
Project > Client > Player > J_SpectatorHandler > C_ProtocolClient.java
 100  public void handleAwayAction(SpectatorEvent event) {
 101      if(event.getInterceptors() != null) {
 102          event.getInterceptors().onSpectatorStatusChange(event);
 103      }
 104      if(event instanceof SpectatorEvent) {
 105          C_SpectatorEvent spectatorEvent = (C_SpectatorEvent) event;
 106          if(spectatorEvent.isSpectating()) {
 107              spectatorEvent.setSpectating(false);
 108          } else {
 109              spectatorEvent.setSpectating(true);
 110          }
 111      }
 112      if(event instanceof SpectatorEvent) {
 113          C_SpectatorEvent spectatorEvent = (C_SpectatorEvent) event;
 114          if(spectatorEvent.isSpectating()) {
 115              spectatorEvent.setSpectating(false);
 116          } else {
 117              spectatorEvent.setSpectating(true);
 118          }
 119      }
 120  }
```

toggle away code for UI

```
382  protected void handleAwayAction(SpectatorEvent event) {
383      if(event.getInterceptors() != null) {
384          event.getInterceptors().onSpectatorStatusChange(event);
385      }
386      if(event instanceof SpectatorEvent) {
387          C_SpectatorEvent spectatorEvent = (C_SpectatorEvent) event;
388          if(spectatorEvent.isSpectating()) {
389              spectatorEvent.setSpectating(false);
390          } else {
391              spectatorEvent.setSpectating(true);
392          }
393      }
394  }
```

handleAwayAction code

50%

Task #2 ( 1 pt.) - Spectators

## Combo Task:

**Weight:** 50%

**Objective:** *Spectators*

**Details:**

- Spectators are users who didn't mark themselves ready
  - Optionally you can include a toggle on the Ready Check page
- They can see all chat but are ignored from turn/round actions and can't send messages
- Spectators will have a visual representation in the user list to distinguish them from other players
- A message should be relayed to the Game Events Panel that a spectator joined (i.e., during an in-progress session)

### ≡, Image Prompt

**Weight:** 50%

**Details:**

- Show the UI indicator of a spectator (visual and message)
- Show the related code flow from UI to server-side back to UI for showing the status
- Show the related code flow for sending the message to Game Events Panel
- Show various examples across 3+ clients of spectator status (including Game Events Panel messages)
- Show the code that ignores a spectator from turn/round logic
- Show the code that prevents spectators from sending messages (server-side)
- Show the spectator's view of the session
- Show the code related to the spectator seeing the session data (including things participants won't see)



Missing Caption



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### ≡, Text Prompt

**Weight:** 50%

## Details:

- Briefly explain the code flow for the spectator logic from server-side and to UI
  - Briefly explain how the server-side ignores the user from turn/round logic
  - Briefly explain the logic that prevents spectators from sending a message
  - Briefly explain the logic that shares extra details to the spectator (information normal participants won't see)

**Your Response:**

Unfortunately I was not able to complete this spectator component



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100%

## Section #5: ( 1 pt.) Misc

100%

## Task #1 ( 0.33 pts.) - Github Details

## Combo Task:

**Weight:** 33.33%

## **Objective:** *Github Details*



**Weight: 60%**

#### **Details:**

From the Commits tab of the Pull Request screenshot the commit history



commits

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## Url Prompt

**Weight:** 40%

**Details:**

Include the link to the Pull Request for Milestone3 to main (should end in `/pull/#`)

URL #1

<https://github.com/trinitydessyna/tdc28-it114-e002/pull/0ab819cef2bf83d4984af9489bcaa495585c2446>



URL

<https://github.com/trinitydessyna/tdc28-it114-e002/pull/0ab819cef2bf83d4984af9489bcaa495585c2446>

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100%

## Task #2 ( 0.33 pts.) - WakaTime - Activity

### Image Prompt

**Weight:** 33.33%

**Objective:** *WakaTime - Activity*

**Details:**

- Visit the WakaTime.com Dashboard
- Click `Projects` and find your repository
- Capture the overall time at the top that includes the repository name
- Capture the individual time at the bottom that includes the file time
- Note: The duration isn't relevant for the grade and the visual graphs aren't necessary

Projects - tdc28-it114-002  
24 hrs 48 mins over the last 7 days in tdc28-it114-002 under all branches & files

total time



100%

## Task #3 ( 0.33 pts.) - Reflection

**Weight:** 33.33%

**Objective:** *Reflection*

### Sub-Tasks:

100%

## Task #1 ( 0.33 pts.) - What did you learn?

### Text Prompt

**Weight:** 33.33%

**Objective:** *What did you learn?*

#### Details:

Briefly answer the question (at least a few decent sentences)

Your Response:

I learned how to implement and use UI.



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100%

## Task #2 ( 0.33 pts.) - What was the easiest part of the assignr

### Text Prompt

**Weight:** 33.33%

**Objective:** What was the easiest part of the assignment?

**Details:**

Briefly answer the question (at least a few decent sentences)

Your Response:

The easiest part of the assignment was testing the UI and testing to see if the buttons worked.



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100%

## Task #3 ( 0.33 pts.) - What was the hardest part of the assignment?

Text Prompt

**Weight:** 33.33%

**Objective:** What was the hardest part of the assignment?

**Details:**

Briefly answer the question (at least a few decent sentences)

Your Response:

The hardest part of the UI was trying to get the Toggle Away button to work, and trying to figure out why it wasn't working. Another hard thing that I was not able to do was implement the spectator and the cooldown option (which is why it is unfortunately blank on this doc)



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