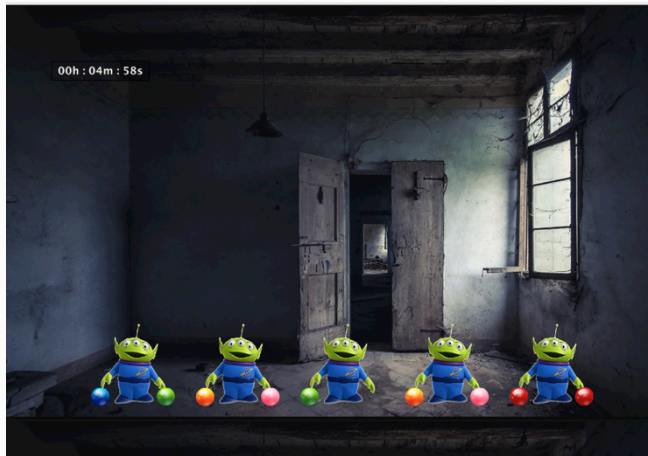# Routing and Deadlock

By Team Deadlock

Introduction

- Game Objective - Work together to solve a sharing of resource problem

- Game Summary

  - Players must have the same color ball in both hands

  - Multiplayer (at least 5 users must play)

  - Time limit to solve the puzzle

  - Chat capabilities to interact with other users

- Dockerize Java backend with Greenfoot UI

Patterns

Factory Method (Server & Client sides)

State (Server side)

Strategy (Server side)

Class Diagrams