System Programming (MEEC/MEAer)

Project Assignment 2019/2020

Group __55__   Students   __84196__   _____   _____   Grade __20__

Server minimum functionalities • Server that reads the board • Accepts multiple clients • Sends board to clients • Receives characters movements • Send character updates to clients • Correct movement **Client minimum functionalities** • Client reads movements • Client updates board • Color assignment	8.0 Values	Concluded/Correct (100%)
player connection • kick out if there is no space • update of the number of fruits • unique ID	+ 0.5 Values	Concluded/Correct (100%)
2 movements per second	+ 1.0 Values	Concluded/Correct (100%)
Character inactivity (30 s + random)	+ 1.0 Values	Concluded/Correct (100%)
Fruits eating	+ 0.5 Values	Concluded/Correct (100%)
Superpowered pacman • Transformation • Counting of fruits	+ 0.5 Values	Concluded/Correct (100%)
Character interaction (MM MP SPM) • Same player • Monster – pacman • Superpowered pacman – monster	+ 1.0 Values	Concluded/Correct (100%)

Bounce on bricks	**+ 0.5 Values**	**Concluded/Correct (100%)**
Bounce on walls	**+ 0.5 Values**	**Concluded/Correct (100%)**
Game score board sending	**+ 0.5 Values**	**Concluded/Correct (100%)**
Player disconnect (release resources) • Correct disconnect of clients • Correct management (destruction) of threads, sockets, memory • Update fruits	**+ 0.5 Values**	**Concluded/Correct (100%)**
Project organization/quality • Correct structures (threads, communication channels) • Use of the correct algorithms • Correct code organization • Efficient communication	**+ 1.0 Values**	**Concluded/Correct (100%)**
Synchronization • Definition of the various critical regions and implementation of correct synchronization	**+ 2.0 Values**	**Concluded/Correct (100%)**
Errors treatment • Verification, correction of communication errors • Verification, correction of execution errors	**+ 1.0 Values**	**Concluded/Correct (100%)**
Code Structure • Correct implementation of suitable function to encapsulate functionalities	**+ 0.5 Values**	**Concluded/Correct (100%)**
Report	**+ 0.5 Values**	**Concluded/Correct (100%)**
Discussion	**+ 0.5 Values**	**Concluded/Correct (–%)**