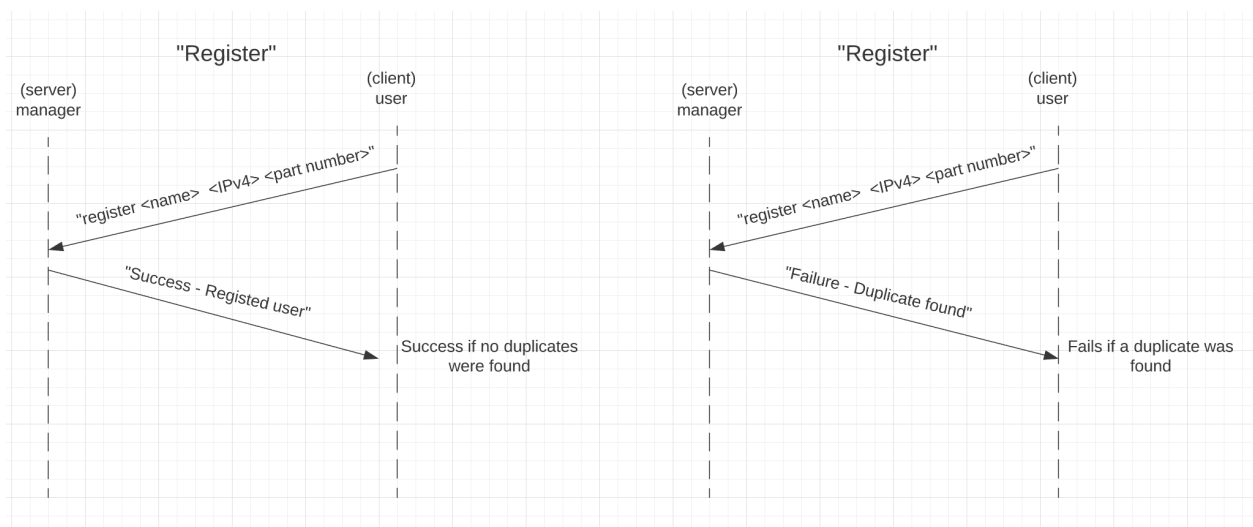


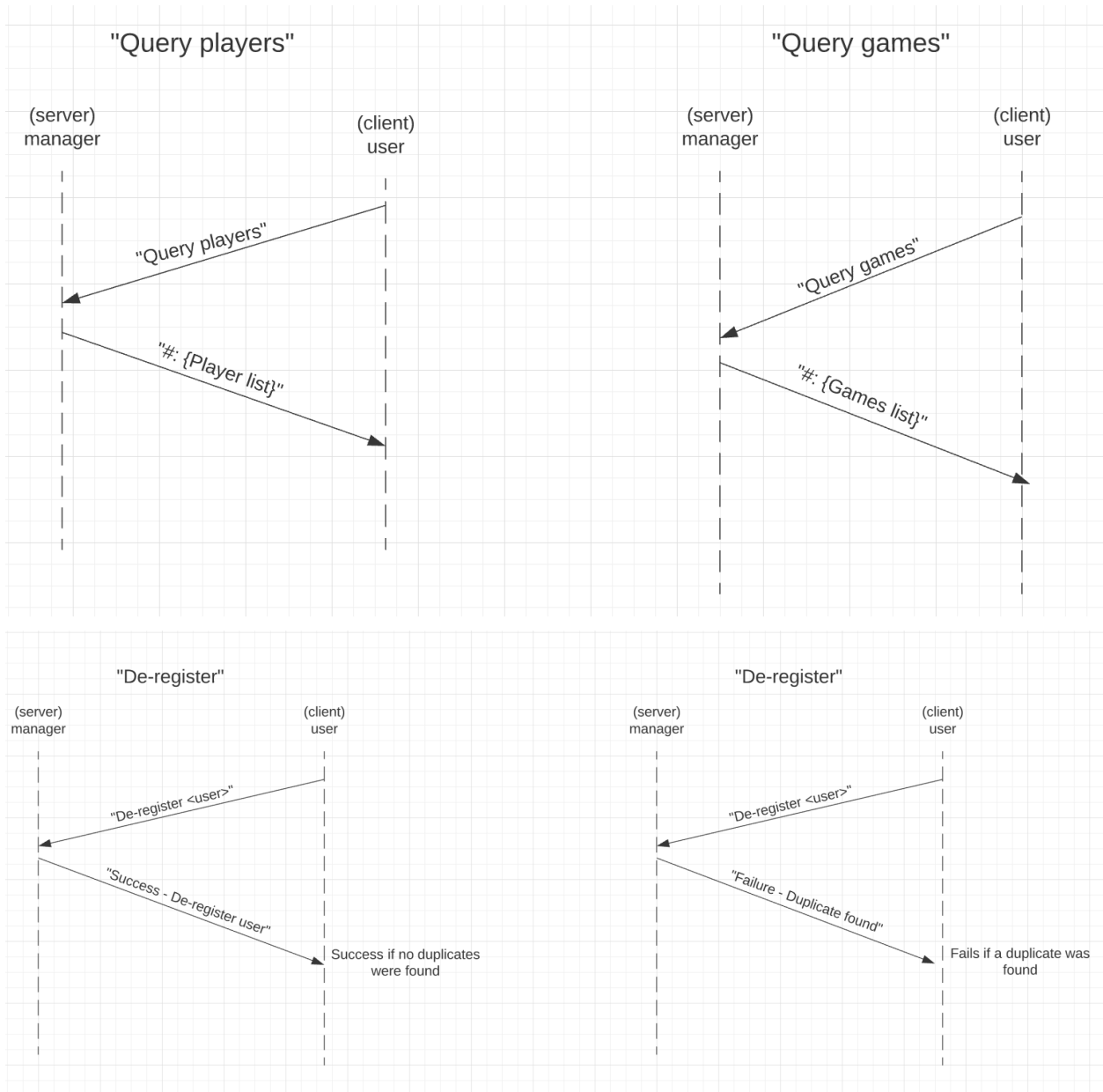
Socket Project Milestone

(a) Include a description of your message format for each command implemented for the milestone.

We decided to use strings for each command message. The 'register' command registers a user with no duplicates into the system. The 'query players' command returns a code equal to the number of registered players, and a list of tuples associated with each player. The 'query games' returns the number of ongoing games and it's additional information. The 'de-register' command removes a user from the user database.

(b) Include a time-space diagram for each command implemented to illustrate the order of messages exchanged between communicating entities, as well as the actions taken on the transmission and/or receipt of a message or other event.





(c) Describe your choice of data structures and algorithms used, implementation considerations, and other design decisions.

We choose to use a simple list to store our data. We discussed trying to keep things simple and working first before we try to optimize it. Once everything runs and the game is operating as intended we will work on optimizing it.

(d) Include a snapshot showing commits made in your choice of version control system.

(e) Provide a link to your video demo and ensure that the link is accessible to graders. In addition, give a list of timestamps in your video at which each step 3(a)-3(f) is demonstrated.