**Competitive Analysis**

Chinese Tichu game is popular in China thus there are many Chinese Tichu game platforms based on PC (such as QQ game platform).

1. The user interfaces of those platforms are nice and easy to understand.
2. Those game platforms give each user an id and password so the points and other information of users will save on their server.
3. Users want to play together must connect to the Internet which may be impossible for those users who is in USA because of time-delay and firewall.

Also, there are several mobile app allow user playing Tichu game via phone or tablet (such as ‘Tichu’ in app store).

1. The mobile allow users to connect to the Internet and play the game anywhere anytime.
2. User has to install same application and it’s hard when their phones or tablets have different operating system.

There are a few of Chinese Tichu game sever-client program based on local network available for download (I downloaded 7 of them and tried 4 of them)

1. Need to be aware that these program can contain Trojan horse (3 of them)
2. Confusing Client-Server connection procedure

The User interface of my program will be similar to the game platform.

My program will allow 4 players play the game using local network.

My program should let it easy and save for user to connect Server.