Implementation

3 -> High level architecture

1 -> components implemented

1 -> Junit testing. Specify how was done, etc

• Group formation, connection, and communication

Group state maintenance

Coordinator selection

Use of design patterns

Fault tolerance

JUnit based testing of the application

Use of component-based development

Scenario test

1 -> how the user interacts with the server

1 -> run client(3) / server

0.5 -> demonstrate group chats

1 -> demonstrate coordinator (options and automatic selection)

0.5 -> other features

1 -> get/send messages