

Sprint 3 Backlog

1. Client-Server mode

- a. Incorporate a more advanced AI
- b. Allow the game to be played in different settings
 - i. Between two computers
 - ii. Between a computer and a person
 - iii. Between two people
- c. Communication through ASCII text strings
 - i. Passed through sockets
 - ii. Error check for printable characters and length of the input is within input buffer size
- d. Unused ports for server
- e. **SERVER:**
 - i. Determine set up for the game
 - ii. The server allows the client to be one of the two players
 - iii. For the other player, the server can:
 - 1. Connect to a second client
 - 2. Run its own AI
 - 3. Get input from a human
 - a. Need to accept moved from the client and return information to the client
- f. **CLIENT:**
 - i. Need to connect to the server
 - 1. Read in a hostname and port to connect to (command line?)
 - ii. Get game configuration
 - iii. Pass to server
 - iv. Get back a responding mover from the server
 - 1. Can be generated from either the user or from the AI

Tasks:

Daniel: Work on the more advanced AI, fix up the GUI bugs, fix up overall functions for gameplay.

Srishti: Work on the client/server implementation of the project. Work with multi-threading and more.