

Description of required common API:

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There is a main MVC (Mainview, MainModel, controller) that serves as the main body so that it deals with lobby chatting, team request and team invitation sending.

Mini MVC is used for each player's map control and chatting within team. These are pretty much like those in HW8. The process of joining a team is that a player firstly requests invitation from server, and server then send all chat room information to the player. Finally a player pick up a chat room to join.

Similar to project for HW8, we also have unsupported data handling command so that interactions between independently implemented applications across internet-connected machines are viable. All of these commands are in model.cmd packet. When there are unknown data received by B from A, B will request that specific command from A and install new command onto itself. But most commonly players chat in text (use textMessage command) to communicate with other teammates. When there are adduser event, remove user event or text message event, correlated messages will be sent to all users in that chatroom. Later we

will add more commands like in-battle command, need-help command, etc.

In order to be able to handle an arbitrary number systems connected at once, we are trying to build a producer and consumer model so that there will be few conflicts in a system of many connected players. So we will try to make a global queue that other players can push events on it and server will pop events out one by one.

Therefore each chatroom will be a team and team members can chat with each other to communicate and share information, like “city B is under attack please send out help”; or “lets push together to get city A”. We will be adding more commands so that the game is fun and playable.

As to the map API, I believe we will be more familiar with it when we really work on the game soon. We will add layers to the map so that our game can look more vivid.