

Project: NetBoggle

Period 6

<http://www.signupgenius.com/go/20f0d48acac23a1fc1-period3/15198791>

(List of People in Groups)

[http://www.hasbro.com/common/instruct/Boggle_\(1997\).pdf](http://www.hasbro.com/common/instruct/Boggle_(1997).pdf)

(Boggle Rules)

Thanks P5

CONTACT US IF YOU HAVE STUFF TO SAY

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REPORTS:

Update:5/26/15

Group	Done	To Do
Network	- Planning is complete.	- rewriting listener class to service expectations
Client SKUI	half-way done with Client research of the other online Client GUIs	finishing the rest of the GUI
Server GUI	Board Generation	Timer, Finish GUI
Offline word val.	https://docs.google.com/document/d/16vapk3eAkr8Vt7ZlpFNAQp9R8Fe2p8xnQgeVvZ42930/edit?usp=sharing	https://docs.google.com/document/d/16vapk3eAkr8Vt7ZlpFNAQp9R8Fe2p8xnQgeVvZ42930/edit?usp=sharing
Online word val.	Used Free Scrabble API	Nothing?

Eliminating Duplicates
Verifying Words on Board

Update: 5/29/15

Group	Done	To Do
Networking	Everything	
Client SKUI	Board	LeaderBoard
Server GUI		Have to create Server
Offline Word Val.	Done	
Online Word Val.	Done	

6/03/15

Group	Done	To Do
Networking		
Client SKUI		
Server GUI		
Offline Word Val.		
Online Word Val.		

Network

Cameron: Head

Oliva: Lead Programmer

Deven: Reporter

- Communicate with other groups
- Write classes allowing a firm communication between the Server and the Client
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Client Gui (SKUI)

Priya: Head

Barbara: Lead Programmer

Tobin: Reporter

- GUI - 1: User name creation
 - lets client create username
 - Sends username to server in order to record scores for leaderboard
- GUI - 2: Boggle Board during game
 - Boggle board (to be created from 2d string arr from server)
 - Input (sent real time to the server)
 - Send button (should also work with enter/return key)
 - Timer
 - begins with signal from server but counts down independently
 - ends game for client when count reaches zero and signals server
- GUI - 3: Leaderboard
 - displays between games
 - receives and displays listing of usernames and scores in ranked order
 - chat function with other users (only displays during leaderboard screen)
 - return to boggle board upon start of a new game
 - creation of start game button so client can call a new game?
 - ask client if wishes to participate in the next round before launching next game?
 - has logout/exit button
 - should have two tabs -- this round and all-time (if use same usernames over multiple days)???
- General Notes:
 - should communicate with Server GUI to maintain consistent theme
 - should communicate closely with networking to ensure transfer of data is smooth and efficient
 - when implementing chat, put in at end to save time
- Priority list: *(To be expanded upon -- need input from managers and project managers)*
 1. create boggle board, communicate with server, send words and be capable of playing the bare basics of a full game
 2. usernames, leaderboard functions, chat, and other fancy things

Server Gui

Kanoa: Head

Sidney: Lead Programmer

Kelsey: Reporter

- Getting boggle board up (almost done)
- Make a functional timer

- Check if a word is on the board
- Contact with Client GUI, Online/Offline, and Network
 - Figure out exactly how data will be sent between server and clients

Offline Word Validation

Erica: Head

Crystal: Lead Programmer

Dana: Reporter

- working with server most, Mostly solo work
- put text file into java, makes word check

Online Word Validation

Troy: Head

Anthony: Lead Programmer

Emma :Reporter

- make sure online dictionary works