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## INF5040

### Assignment 1 -Distributed board games

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## Agenda

### General:

- Objective with the assignment
- Time frame
- Tasks and deliverables

## Objective with assignment

- Gain insight into client-server communication.
- Better understanding of the distributed objects model.
- Hands-on experience with ORBs, naming service and programming using middleware.



## Time Schedule

- Work in allocated groups. Problems contact Sten Amundsen | [stena@simula.no](mailto:stena@simula.no)
- From 28 September to 5 October support available:
  - Tuesdays, 0900 – 1500, Sten Amundsen in room 3346.
- Assignment must be handed in by 23.59 on the 12th of October.
- Feedback on mail no latter than 27th of October.

## Tasks and deliverables

Each group shall use:

- Java and IONA ORBacus
- Provided interfaces in IDL
- Provided GUI

Deliverables:

- Source code
- Java doc
- System document with:
  1. Introduction
  2. Design description with class and sequence diagrams.
  3. Installation guide.
  4. User guide.
  5. Know errors.

## Five in a row

- A single central Game server
- Players register on the Game Server.
- When two players, spin-off a game.
- Players control the game from a GUI.
- Game server detect the winner and synchronies who is allowed to play.
- More functional requirements on the Web.

- IDL code between Player and Game server is on the Web.
- GUI source code also on the Web.
- These must not be altered, nor updated to fit your design.