CSCE 315

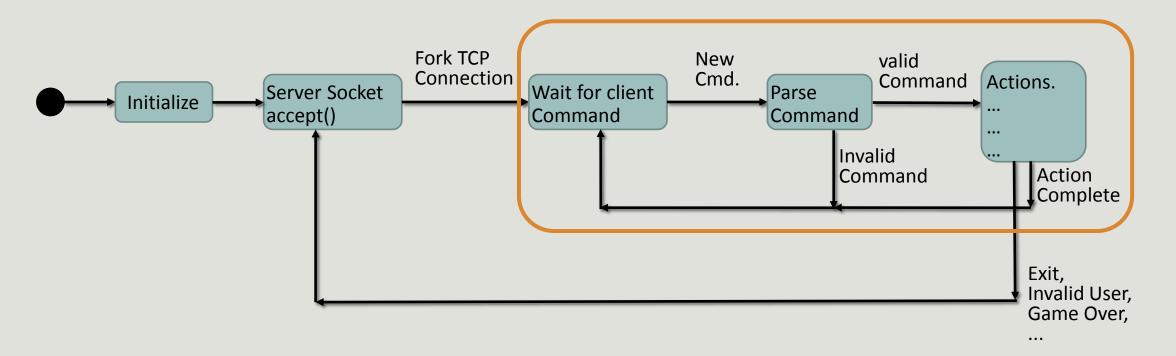
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Project 2: Breakthrough Online

- Design Document
- Game mechanic and server
- •Al Engine
- Client User Interface

High Level State Diagram



High Level

Piece

Type whitle/Blk.

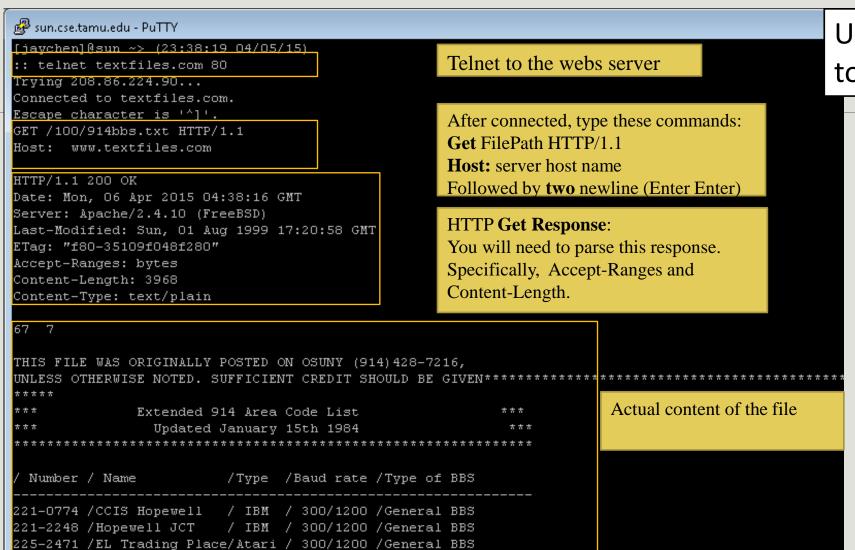
...

GameState

Array[][] Piece moveForward(...); moveLeft(...); moveRight(...);



Using Telnet to connect 🚧 sun.cse.tamu.edu - PuTTY to a Web Server [jaychen]@sun ~> (23:34:51 04/05/15) Telnet to the webs server :: telnet textfiles.com 80 Trying 208.86.224.90... Connected to textfiles.com. After connected, type these commands: Escape character is ' ' ' ' . **Head** FilePath HTTP/1.1 HEAD /100/914bbs.txt HTTP/1.1 **Host:** server host name Host: www.textfiles.com Followed by **two** newline (Enter Enter) HTTP/1.1 200 OK **HTTP Head Response**: Date: Mon, O6 Apr 2015 04:34:24 GMT You will need to parse this response. Server: Apache/2.4.10 (FreeBSD) Specifically, Accept-Ranges and Last-Modified: Sun, O1 Aug 1999 17:20:58 GMT Content-Length. ETaq: "f80-35109f048f280" Accept-Ranges: bytes Content-Length: 3968 Content-Type: text/plain Connection to textfiles.com closed by foreign host. Http Server terminate the connection [jaychen]@sun ~> (23:35:04 04/05/15) after finishing sending each response.



/General BBS

300

300

/Apple /

234-6530 /Temple of Doom /Apple /

238-3160 /The Cemetary

Using Telnet to connect to a Web Server