Project 2: Breakthrough Online

• Design Document
• Game mechanic and server
• AI Engine
• Client User Interface
High Level State Diagram

- Initialize
- Server Socket `accept()`
- Fork TCP Connection
- Wait for client Command
- Parse Command
- New Cmd.
- valid Command
- Actions...
- Action Complete
- Exit, Invalid User, Game Over,...
High Level

Piece
Type white/Blk.
...

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

GameState

Player Move

Game Engine
GameState state;

AI Move
Game Over
Invalid Move
Telnet to the web server

After connected, type these commands:

- **Head**
- **FilePath** HTTP/1.1
- **Host**: server host name

Followed by two newline (Enter Enter)

HTTP Head Response:
You will need to parse this response. Specifically, Accept-Ranges and Content-Length.

Http Server terminate the connection after finishing sending each response.
Telnet to the webservers

After connected, type these commands:

**Get FilePath** HTTP/1.1
Host: server host name

Followed by two newline (Enter Enter)

HTTP Get Response:
You will need to parse this response.
Specifically, Accept-Ranges and Content-Length.

---

Using Telnet to connect to a Web Server

Actual content of the file

---

Using Telnet to connect to a Web Server

Actual content of the file