Grader: _____ Team: _____

COMP 310 Final Project Check-off List

Name/NetID: _____ Windows ☐ Mac ☐ Linux ☐ 32-bit ☐ 64-bit ☐

Name/NetID: _____ Windows ☐ Mac ☐ Linux ☐ 32-bit ☐ 64-bit ☐

Server: 32-bit ☐ 64-bit ☐ Either ☐
Client: 32-bit ☐ 64-bit ☐ Either ☐

Basic Chat Room Functionality with Partner

	Works	Doesn't	Partial	Notes
Lobby chat room	☐	☐	☐	
Add multiple teams	☐	☐	☐	_____
Team chat rooms	☐	☐	☐	_____
Client on same machine	☐	☐	☐	_____
Client on partner machine	☐	☐	☐	_____

Basic Game Functionality with Partner

	Works	Doesn't	Partial	Notes
Start game	☐	☐	☐	
Receive first clue	☐	☐	☐	_____
Incorrect guesses	☐	☐	☐	_____
Correct guesses	☐	☐	☐	_____
Receive subsequent clues	☐	☐	☐	_____
Incorporate Map	☐	☐	☐	_____
Notify winning team	☐	☐	☐	_____
Notify losing team(s)	☐	☐	☐	_____
1 player team	☐	☐	☐	_____
2 player team	☐	☐	☐	_____

Interactivity with Other Servers

	Ref	___	___	___	Notes
Chat in lobby	☐	☐	☐	☐	
Join team(s)	☐	☐	☐	☐	_____
Chat in team	☐	☐	☐	☐	_____
Receive clues	☐	☐	☐	☐	_____
Send guesses	☐	☐	☐	☐	_____
Map functionality	☐	☐	☐	☐	_____
Win/lose	☐	☐	☐	☐	_____

For Each Team

Repeat for all partnerships in group.

1. Student A starts server
2. Student A starts client
3. Student B starts client
4. Staff starts student's client
5. Test lobby chat room
6. Join two teams (students on separate teams)
7. Test team chat rooms (only in appropriate team, not in lobby)
8. Play game

For the Group

1. Start reference server
2. All students join lobby
3. Chat in lobby
4. Join teams (pairs from different partnerships)
5. Test team chat rooms
6. Play game

Repeat above for each partnership:

1. One partner starts server and does not touch their computer, unless necessary to start game.
2. Other partner teams with staff - test chatting,
3. Staff gives one incorrect guess and one correct guess.
4. Then staff and testing partnership stop playing.
5. Staff grades other partnerships and testing partnership helps people with clues.

All tests must have a strict time limit of 20 minutes!