Title: Implementation of a multi-player game using client-server application

Abstract: The objective of this project is to implement an interactive multi-player gaming involving two or more clients controlled by a server. The game can be something like tic tac toe, hearts card game, poker card game, snake and ladder, etc. The project aims at creating a game that involves the server to allow clients in turn basis. The scope of this project is to completely exploit the aspects of concurrency with multiple clients with respect to the game.

Phase 1: Game design, Requirement planning and implementation of the low level working.

Phase 2: Extension of the low level working and implementation of user interface.

Phase 3: Sophistication of user interface and game design. Complete project.

Language to be used: Java and Java applets (most probable for game design). Java 2.0 Fx if possible for better graphics.

Platform: Linux or Windows.