

We will be playing a game called “Collection Game for CS 440.” It is a networked game where several people play simultaneously. You move your avatar around with the arrow keys and collect resources. The resources look like exclamation points because they represent knowledge. We’re chasing after knowledge in this game. You earn one point for each exclamation point collected.

The client:

1. Download the OSLab11 NetBeans project from Blackboard.
2. Familiarize yourself with the classes in the `game.common` package. These classes are used by the client and the server.
3. Familiarize yourself with the classes in the `game.client` package. These classes are used only by the client (you).
4. You may examine the classes in the `game.server` package, but you don’t need to use them.
5. Modify the `Client.java` file with your name and the IP address of the server (provided in class).
6. Once the server is running, try playing the game by running the `main` method in the `Client` class. If you quit and restart, your score is saved, as long as you use the same name.
7. Your goal is to get points. You may do this any way you want. You are free to edit any of the classes in the `game.client` package. Of particular interest should be `Client`, `CollectionGame`, and possibly `GameState`. The other classes in this package are utility classes to make stuff work.
8. You should not change any of the classes in `game.common` (your communication with the server may stop working) or `game.server` (this will have no effect since you’re not the server).

The server:

1. Download the OSLab11 NetBeans project from Blackboard.
2. Run the server program.
3. Watch for player exploits and try to fix them. If you type “quit” into the console, the server will save everyone’s score. Don’t just terminate the process to make changes—make sure you type “quit”.