This week,

We decided on the final specifications of our project in our meeting.

- We chose a song to be implemented with its chords. We figured out that, finding chords as midi files from the Internet could be easier than actually creating them. We may need to use a sound-editing program to cut the sound files that we will find.
- The chord sequence of all the users will be available on all laptops. A player will be regarded as successful if he presses the key he’s supposed to, correctly and on time. Thus, the game will actually work as rewarding a player by playing his chord on all laptops if he presses a key correctly and on time. In other words, there is going to be a key sequence that will be determined randomly on all laptops and this sequence does not need to be known by other users. The others only need to know if the player plays the game correctly.
- In our data packets, we will include the user ID, a time stamp, and a boolean that will indicate whether the correct key is pressed on sender’s laptop.
- Before the game begins, there is going to be a handshaking period first. The players will be assigned IP numbers and send messages to others to indicate that they are ready for the game. Message exchange during this period could be done through other ports to prevent any confusion.