Developing a Multi-user, Shared, JAVA 3D API Behavior Class

Ying Qian

This graduate project was to develop a multi-user 3D tic-tac-toe game and design a generic Java3D shared behavior class that would have a general usage in 3D environment. The programs have been successfully implemented and tested. This report provides the UML design diagrams, demonstrates the program execution, describes the server and client implementation, and the generalization of the shared 3D pick behavior class. The future enhancements are also discussed.