

Homework 1

Decentralised Systems

Discuss in your teams what a decentralised version of a game like monopoly would be like, if there was no software on a central server.

How would you solve the problems of

- cheating
- ensuring agreement about the state of the system
- communication problems (timeouts)
- how to decide who should take the next turn
- how to allow the correct people to join the game

This is just a general discussion, there is no need to write any code or do any detailed design.