Final Programming Project - Design a network game

Computer Networks
Fall 2012
Due: Dec. 7, 2012

In this project, you canpair with one student to implement a multiplayer networked game. You may choose any game that you want but it should have these characteristics:

- More than one player can play. Each player plays the game through his or her own interface. No graphical interface is required.
- The game should have a winner and one or more losers.
- The game may be centrally controlled or use distributed control. If there is a central controller, then it should be possible to have more than one distributed player.
- You need to design your own application-level protocol for the game. That is you should design your own set of rules to interpret user actions.
- It is recommended that you designate different components of your code into different files or at least different functions to allow easy debugging.

What to turn in

1. A description of your game and the application level protocols you designed for the game.
2. Instructions to run your game.
3. The contribution of each group member.
4. Your actual codes.