Multi-Player Distributed Programming

# 10/09/2024 – Intro to Course

We are going to use:

* C++ (check Cherno videos for a [guide](https://youtube.com/playlist?list=PLlrATfBNZ98dudnM48yfGUldqGD0S4FFb&si=epOeZZ-lgtyYs2DK)) – Visual Studio or CLion
* SFML
* Networked

## Network

1. Physical layer:

* Is the computer connected to the network

1. Data Link Layer:

* Mac address – distinguish between computers
* MTU – maximum transmission unit (size of the packages being sent)

1. Network layer:
   * IP, Ports
2. Transport Layer:
   * TCP – check for a response when communicating
   * UDP – sends multiple without checking
3. Application Layer:
   * Our Code

## Assessment

All in groups of 2

1. 2-player local game (20%)
2. Multi-player game, TCP (40%)
3. Multi-player game, UDP (40%)