Distributed Systems – Assignment 1

Lukas Häfliger
ETH ID 11-916-376
haelukas@student.ethz.ch

Alexandra Maximova
ETH ID 09-913-53
amaximov@student.ethz.ch

Thomas Müller
ETH ID XX-XXX-XXX
tom@student.ethz.ch

Christian Vonrüti
ETH ID 11-930-914
cvonruet@student.ethz.ch

Alexander Viand
ETH ID 09-940-131
vianda@student.ethz.ch

Marko Živković
ETH ID 10-921-211
markoz@student.ethz.ch

ABSTRACT

Concisely state (i) which Android device you used, (ii) which tasks you completed and which are working correctly or limited, and (iii) what your specific enhancements are.

1. INTRODUCTION

Use the introduction for background information on the assignment. See your assignment sheet for specific questions on the topic that you have to answer in this section. Use references such as books [2], papers and theses [4], or specifications [3] whenever available. Web sites for documentation [1], tutorials, etc. are a special case. In a thesis, you would put them as footnotes. At this stage, however, you will only have a few "real references," so we put the Web sites into the bibliography. Cite every source you used throughout the assignment.

2. UNITY

1. What is Unity (IDE, Engine)

2. How do we combine android and unity (code sample if android)

3. Screenshot editor?

4. Unity networking: RPC and Synching

3. THE GAME (EXPLAINING)

1. Explain rules and game principles

2. Explain

4. STATE/CONTROL FLOW: NETWORK START GAME/NEXT ROUND

1. DiscoverServer

2. Lobby/Playerlist

3. StartGame

4. Death and new Round

5. COLLISONS/POWERUPS/PREDICTION

6. AI

7. CONCLUSION

Give an overall conclusion that summarizes the main challenges you encountered and your lessons learned.

8. REFERENCES

[1] Services: Sending Notifications to the User. http://developer.android.com/guide/components/services.html#Notifications. Accessed on 29 Aug 2013.

[2] E. Burnette. *Hello, Android: introducing Google's mobile development platform.* Pragmatic Bookshelf, 3 edition, 2010.

[3] R. Fielding, J. Gettys, J. Mogul, H. Frystyk, L. Masinter, P. Leach, and T. Berners-Lee. Hypertext Transfer Protocol – HTTP/1.1. RFC 2616, 1999.

[4] R. T. Fielding. *Architectural Styles and the Design of Network-based Software Architectures.* Phd thesis, UC Irvine, 2000.