Engine System Update #1

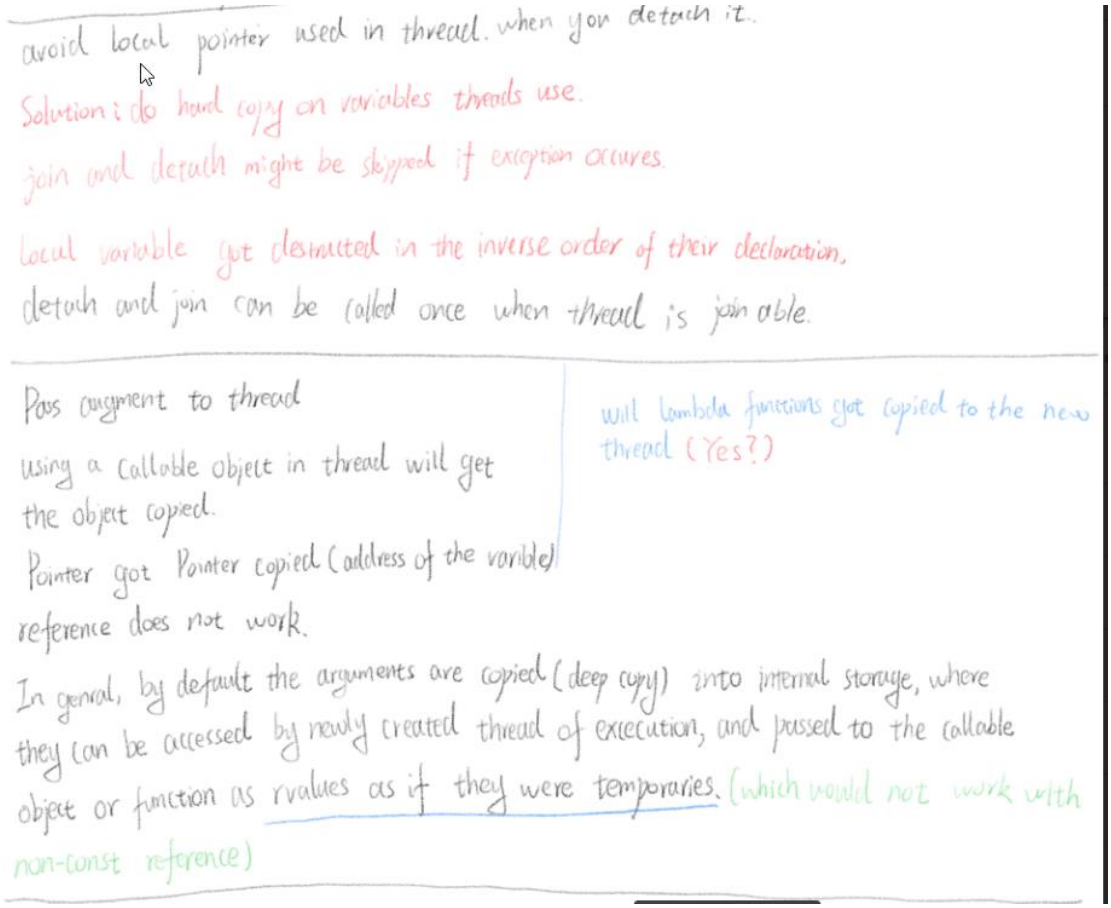
In general, In order to make a networking connection system. I have studied windows socket api, and their examples. I have read some articles about network system design about and C++ concurrency.

I have studied the basic usage of windows socket following Microsoft tutorial[1]. They have an simple example of communication under tcp protocol. I will rap those functionalities with a class, and provides platform independent interface for later usage.

I have read a section talking about networking multiplayer game loop[2], which mentioned a *client-on-top-of-server* pattern. In general, *client-on-top-of-server* pattern will have the client send user inputs to the server, and the server will do all the logic and send information about the game. For my system the server will return inform about states all the objects that can be updated by the server to the clients.

I have studied the first two chapter of a book[3] talking about the threads and concurrency of C++ standard library. There are lots of implementation details discussed in this book, which could be very helpful to know considering I am going to implement a Multi-Threaded system.

Screenshot of notes I have taken



Reference

[1] https://docs.microsoft.com/en-us/windows/win32/winsock/getting-started-with-winsock

[2]Section 7.7, Gregory, J. (2017). Game engine architecture. AK Peters/CRC Press.

[3] Williams, A. (2012). C++ concurrency in action: practical multithreading. Manning Publ.