Comp230 Networking component

Alastair Rayner

December 6, 2016

About the networking component

- For my comp230 collaberative project I chose to work with a BA team and help them with the networking component of their game.

About the networking component

- For my comp230 collaberative project I chose to work with a BA team and help them with the networking component of their game.
- Their game is being built in unity.

About the networking component

- For my comp230 collaberative project I chose to work with a BA team and help them with the networking component of their game.
- Their game is being built in unity.
- Unity has quite a high level networking architecture already built in it.

About the networking component

- For my comp230 collaborative project I chose to work with a BA team and help them with the networking component of their game.
- Their game is being built in unity.
- Unity has quite a high level networking architecture already built in it.
- I have been working on a lobby GUI which was based of a Unity lobby template.

About the networking component

- For my comp230 collaborative project I chose to work with a BA team and help them with the networking component of their game.
- Their game is being built in unity.
- Unity has quite a high level networking architecture already built in it.
- I have been working on a lobby GUI which was based of a Unity lobby template.
- As well as helping the programmers in the BA team integrate networked movement and health.

The market and target audience

- Point 1

The market and target audience

- Point 1
- Point 2

The market and target audience

- Point 1
- Point 2
- Point 3

The market and target audience

- Point 1
- Point 2
- Point 3
  - Sub-Point 1
  - Sub-Point 2

The market and target audience

- Point 1
- Point 2
- Point 3
    - Sub-Point 1
    - Sub-Point 2
    - Sub-Point 3
    - Sub-Point 4

The market and target audience

- Point 1
- Point 2
- Point 3
    - Sub-Point 1
    - Sub-Point 2
    - Sub-Point 3
    - Sub-Point 4
    - Sub-Point 5
    - Sub-Point 6

The market and target audience

- Point 1
- Point 2
- Point 3
    - Sub-Point 1
    - Sub-Point 2
    - Sub-Point 3
    - Sub-Point 4
    - Sub-Point 5
    - Sub-Point 6
- Point 4

The market and target audience

- Point 1
- Point 2
- Point 3
    - Sub-Point 1
    - Sub-Point 2
    - Sub-Point 3
    - Sub-Point 4
    - Sub-Point 5
    - Sub-Point 6
- Point 4
- Point 5

The market and target audience

- Point 1
- Point 2
- Point 3
    - Sub-Point 1
    - Sub-Point 2
    - Sub-Point 3
    - Sub-Point 4
    - Sub-Point 5
    - Sub-Point 6
- Point 4
- Point 5
- Point 6

Multiple columns!

- Point 1

Multiple columns!

- Point 1
- Point 2

Multiple columns!

- Point 1
- Point 2
- Point 3

Multiple columns!

- Point 1
- Point 2
- Point 3
- Point 4

Multiple columns!

- Point 1
- Point 2
- Point 3
- Point 4
- Point 5

Multiple columns!

- Point 1
- Point 2
- Point 3
- Point 4
- Point 5
- Point 6

- Point 1

Multiple columns!

- Point 1
- Point 2
- Point 3
- Point 4
- Point 5
- Point 6

- Point 1
- Point 2

Multiple columns!

- Point 1
- Point 2
- Point 3
- Point 4
- Point 5
- Point 6

- Point 1
- Point 2
- Point 3

Multiple columns!

- Point 1
- Point 2
- Point 3
- Point 4
- Point 5
- Point 6

- Point 1
- Point 2
- Point 3
- Point 4

Multiple columns!

- Point 1
- Point 2
- Point 3
- Point 4
- Point 5
- Point 6

- Point 1
- Point 2
- Point 3
- Point 4
- Point 5

Multiple columns!

- Point 1
- Point 2
- Point 3
- Point 4
- Point 5
- Point 6

- Point 1
- Point 2
- Point 3
- Point 4
- Point 5
- Point 6

https://www.youtube.com/watch?v=7OtW-LLZ2OA

```
a = 0
for i in xrange(10):
        a += i

print a
```

Pseudocode

```
1: procedure MYPROCEDURE
2:     stringlen ← length of string
3:     i ← patlen
```

Pseudocode

```
1: procedure MYPROCEDURE
2:     stringlen ← length of string
3:     i ← patlen
4:     top:
5:     if i > stringlen then return false
6:     end if
7:     j ← patlen
```

Pseudocode

```
1: procedure MYPROCEDURE
2:     stringlen ← length of string
3:     i ← patlen
4:     top:
5:     if i > stringlen then return false
6:     end if
7:     j ← patlen
8:     loop:
9:     if string(i) = path(j) then
10:         j ← j − 1.
11:         i ← i − 1.
12:         goto loop.
13:         close;
14:     end if
```

Pseudocode

```
 1: procedure MYPROCEDURE
 2:     stringlen ← length of string
 3:     i ← patlen
 4:     top:
 5:     if i > stringlen then return false
 6:     end if
 7:     j ← patlen
 8:     loop:
 9:     if string(i) = path(j) then
10:         j ← j − 1.
11:         i ← i − 1.
12:         goto loop.
13:         close;
14:     end if
15:     i ← i + max(delta₁(string(i)), delta₂(j)).
16:     goto top.
17: end procedure
```