

The map of Call of Duty: Mobile

The red-circled areas are your concern. Notice the road-map when building the network.



Requirements:

- **[Not a bonus but for fun]** You can play the game, visit each area to identify how many people can live in these areas to identify the host requirements of each place.
- Choose an appropriate network address and create subnets to assign each of the places with least amount of waste. No host requirement has been given. It's up to you to decide. Use as much variation as possible to utilize VLSM to the fullest.
- Please note that, you can use only half of the IPs that you have.
 - Example: 103.1.3.0/24 -> It has total of 256 IPs available, you can use only 128 of them.
- Must have at least one back up route.
- Must include a back up system in case of missing routing entry.
- At least one subset of network must use Dynamic Routing.

Deliverables:

- The network mentioned above should be implemented in packet tracer, with necessary devices and full configuration.
- After completion you should be able to test the conditions imposed.
- As softcopies, you will have to submit the followings:
 - Network topology diagram with proper labels
 - The configurations of all the routers that you have implemented.
 - VLSM/Network address table.
 - IP address table