

Site: <http://peergaming.net>
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Repository: <https://github.com/autarc/peergaming>



PeerGaming – Share the Fun

Latest Release: 0.2.0

April 04, 2013

Progress

- establish basic P2P connections (JSEP/ICE)
 - use “peer brokering” after initialization
 - change examples to emphasize idea
 - design API v2
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Questions

- DHT recommendation (Mainline DHT / Kademelia – recover, failure protection, replicate ...)
 - handling AI and environment updates, like NPCs
 - player calculations, e.g. collision detection + comparison of peers
 - network data which could be interesting and should be tracked
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Plans

thesis introduction, foundations

design DHT structure + topology

code 0.3.0 (reactive API, cross-browser) | April

Next Date

Thursday 18th April 2013, about 2 p.m. in C 614