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## PeerGaming – Share the Fun

*Creating a Client-Side Multiplayer Gaming Framework for the Web,  
which handles Distributed Logic on Multiple Systems in “Real-Time”.*

### Contents

#### (1) Introduction

- description & thesis
- glossary

#### (2) Related

- Games: Born to Play  
*definition(s), history*  
*classification / categories*
- Networks: Connections are Natural  
*definition(s), basic usages*  
*common architectures*
- Multiplayer Video Games: The More the Merrier  
*comparison, analysis*  
*known patterns & challenges*
- Universal Web: The Web is Agreement  
*infrastructure*  
*modern clients*
- Browser Based Games: Convenience is Priceless  
*differences towards “natives”*

### (3) Concept

- framework:
  - *agnostic structure with a generic API ( e.g. connect, game loop, events, ... )*
  - *an interface to export tracked data for external services*
  - (\*) if DHT => using shared URLs for state sync & late join*
- demo:
  - simple: Pong* *(data transfer)*
  - (\*) advanced: Bomberman-Clone* *(extended features)*

### (4) Implementation

- documentation
- challenges & solutions

### (5) Conclusion

- evaluation
  - reflection*
  - feedback*
- upcoming

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## Plans

research, refinement, theory		February - March
simplified wrapping of P2P connections (WebRTC, STUN, ICE)		March
data handling - exchange and sync (experiment DHT/simulation)		April - May
implement game specific elements & API calls		May - June
create a test game + tutorial, public release		June

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## Next Date

Wednesday 3<sup>rd</sup> April 2012, about 5 p.m. in C 614