

COMPUTERS NETWORKS PACKAGE ABSTRACT

TITLE : DINO 2-PLAYER FIGHTER GAME
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TOOLS : SOCKETS (CLIENT-SERVER INTERACTION)

Dino fighter game is a 2-player game achieved using sockets. We create a surface for server - client interaction which allows two people to play the game.

Also, server can be hosted and any 2 computers can connect to the server and play with each other.

We have used the python modules Socket and pickle for server client interaction and pygame and numpy for game's graphics.