# Mobile Remote Control - Finish Document

*Ethan Marsland     Advanced Diploma of Professional Games Development*
*Complex Game Systems*

## Review:

The project isn't as developed as I would have liked. I blame this on the few problems I ran into:

- Accidently using an unsupported version of UE4 (14.4.1) then having to switch to the newest version (14.5.1). I had to make new projects and a new plugin but I could still use the code that I had written. The first version couldn't detect the android development tools needed to deploy and build for the platform. I lost a week of development time.

- Windows Firewall was blocking the network connection which caused me to lose a couple of days of development diagnosing the network.

The plugin has enough to make a network connection and make use of data that transmit in a structured way. The demo game is good enough for something that was made in three days as most time was spent trying to get android builds and learning networking. If there was more time something better could have been made.

## Performance Analysis:

When the mobile app sends data to the game, it receives it fast enough that it is seamless and that no delay occurs.

## Future Changes:

Instead of using Timerfunctions for the sockets, threads could be used. Also there should be a function that returns whether or not the game there is still a connection and also a refresh connection function to handle disconnection internally.