

Multiplayer

This prototype consists of 2 projects, a server and a client. These are 2 separate programs in an xna structure. They use sockets to communicate with eachother. The client will send a fixed message, currently a number taken from a vector2. The server will receive it and output this value to the console so we can see it has been received. The client then receives an ack from the server which is just some random characters at the moment.

This prototype currently has quite a some flaws that have to be fixed. First the server's IP is fixed to the IP of my home Network. It should take the IP from any device at any location.

Secondly, I make use of a do while loop in the client to send data, which has to be put into the xna Update method. Now the clients sends thousands of messages each second.

Thirdly, I have to actually get the minigame to work. Calculate player positions and draw them accordingly for all clients.

But this prototype should be proof that it is possible to make a multiplayer game. Eventually this prototype should become a small game where multiple players are represented on the screen as a square which can move upsing the wasd keys which other players will then see also on their screen.