

NetRacer

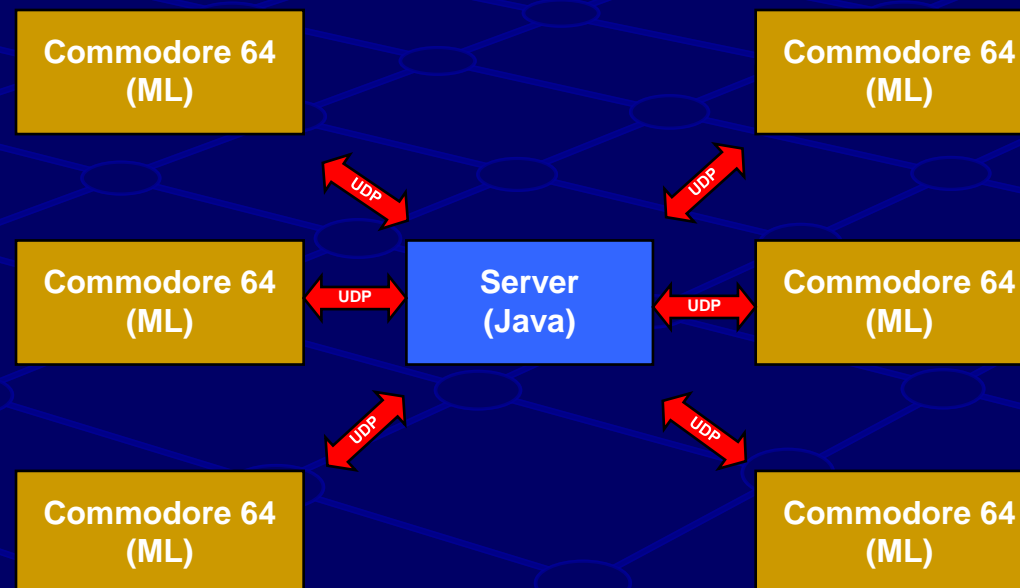
A real-time networked multiplayer action game for the Commodore 64 with Ethernet cartridge!

Gameplay



- Simple race-around-the-track game against other players
- Points for distance traveled and laps completed
- Car takes damage and you slow down if you collide with the track edge or other players
- Complete laps to fix damage

Networking



- User Datagram Protocol (UDP)
 - Much simpler protocol than TCP
 - No guarantees – you do all the confirmation
 - Working implementations in 6502 ML
 - Used extensively in PC Internet gaming

Client

- Written in 6502 machine language using the DASM cross-assembler
- Controls local player's position and displays sprites representing other players based on updates from server
- Tracks damage and score
- Transmits player stats (location, speed, etc.) to server 60 times per second

Server

- Written in Java 5
 - Platform independent
 - Trivial UDP networking
- Receives and maintains all player's positions on the track
- Updates all clients with information on other players that are currently visible

Leif Bloomquist
Game

Robin Harbron & Lasse Öörni
Graphics code

Oliver VieBrooks
Networking code

Raymond Lejuez
Graphics

Alexander Rotzsch
Music

Ian Colquhoun
Server hosting