

Lab2 - Socket Programming

COMP280 - Multiplayer Game Development

Purpose: Implement a Servers and Clients using Socket programming approach.

Due Date(s):

- Class Work portion(s): in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM.

ClassWork (50%): - Follow the hands-on class work.

Challenge (50%): TBD:

Deliverables:

- Submit a .zip of the work folder.