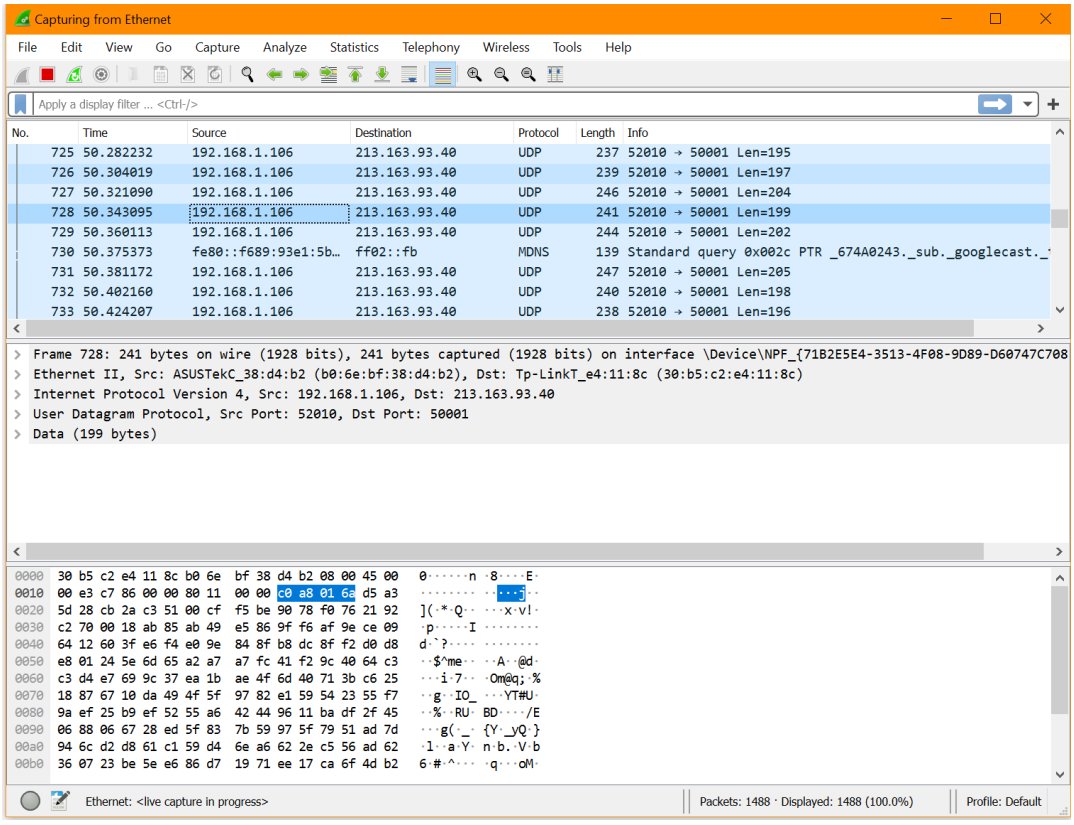
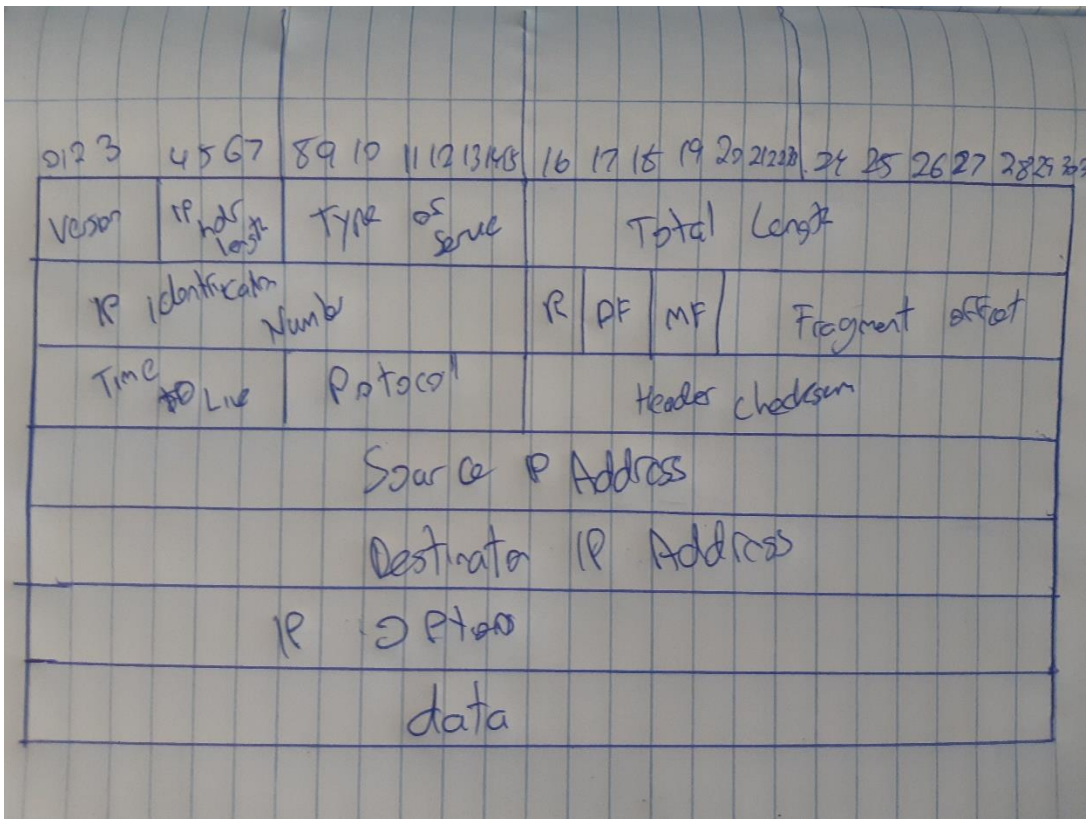
2: Wireshark capture:



3: Draw IP Header



4: Explain header (from (2)):

Version: 30 b5 c2

Version of IP protocol used

Header Length: 45

Length of the header in 32-bit, minimum of 20

Type of Service: 08 00

How the datagram should be handled

Total length: 00 e3

Length of the entire packet

Identification: c7 86

Identify different packets from one another

Fragment offset: 00 00

Used for reassembling packets if it's too large

Time to Live: 80

Limits the datagram's lifespan, if it doesn't make it by this time to it's destination it is removed

Protocol: 11

Defined protocol, this one is UDP

Header checksum: 00 00

Error checking of the header, discarded if incorrect

Source IP: c0 a8 01 6a

IP it is sent from

Destination: d5 a3 5d 28

IP it is sending to

5: Differences between captures

Major difference is that the IPv4 capture from the link is so large that it is fragmented into small parts so that it can be passed to its destination. Other differences between the captures is that the linked capture has a much larger data payload, another difference is that it is IPv4 protocol and my capture is a UDP protocol. The checksum is in a different place, also the header part of the capture is shorter than my capture, it only barely takes up more than the 20 byte minimum while my capture has a few more bytes of information.

6: Differences between captures

Ori and the blind forest: Tight platforming, stunning visuals and audio, short and difficult story.

Bioshock: RPG/FPS mix, great theme and setting, deep story based on Objectivism from the book: Atlas Shrugged by Ayn Rand.

Borderlands: Cell shading art style, great multiplayer co-op, open world, comedy dialogue.