

A Network Extension for the Gamemaker HTML5 Export Module

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Abstract

summarising the report

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Acknowledgements go here.

Table of Contents

1	Preamble	7
1.1	Background	8
1.1.1	HTML5	8
1.1.2	NodeJS	8
1.1.3	GameMaker	8
1.1.4	Networks in Applications	8
1.1.5	TCP and UDP	8
1.1.6	Inter-application Communication	8
1.2	Related Work	8
1.2.1	Unity	8
1.2.2	Unreal Engine 4	8
1.2.3	CryEngine	8
1.2.4	Havok Vision Engine	8
1.2.5	Project Anarchy	8
1.2.6	ShiVa	8
1.2.7	App Game Kit	8
1.2.8	GameSalad	8
1.2.9	8
2	Literature Review	9
2.1	Multiplayer Networking in Modern Game Engines	9
2.2	Fairnesss and Playability in Online Multiplayer Games	9
2.3	9
3	Development	11
3.1	Design	11
3.1.1	Prior Considerations	11
3.1.2	Server and Client	11
3.2	Implementation	11
3.2.1	Server	11
3.2.2	Client	11
3.2.3	The Extension	11
3.3	Applications Developed with the Extension	11
3.3.1	Benchmark Application	11
3.3.2	Real Game Application	11
3.3.3	Developer Template	11

4	Network Extension Evaluation	13
4.1	Setup	13
4.1.1	Controlled Network Experiments	13
4.1.2	Real Network Experiments	13
4.2	Results	13
4.2.1	Controlled Network Results	13
4.2.2	Real Network Results	13
5	Epilogue	15
5.1	Conclusion	15
5.1.1	Comparison of the Extended GameMaker Functionality with Related Work	15
5.1.2	Criticism on the Implementation and Design Decisions	15
5.2	Future Improvements	15
	Bibliography	17

Chapter 1

Background and Related Work

1.1 Background

1.1.1 HTML5

1.1.2 NodeJS

1.1.3 GameMaker

1.1.4 Networks in Applications

1.1.5 TCP and UDP

1.1.6 Inter-application Communication

1.2 Related Work

1.2.1 Unity

1.2.2 Unreal Engine 4

1.2.3 CryEngine

1.2.4 Havok Vision Engine

1.2.5 Project Anarchy

1.2.6 ShiVa

1.2.7 App Game Kit

1.2.8 GameSalad

1.2.9 ...

Chapter 2

Literature Review

2.1 Multiplayer Networking in Modern Game Engines

2.2 Fairnesss and Playability in Online Multiplayer Games

2.3 ...

Chapter 3

Development

3.1 Design

3.1.1 Prior Considerations

3.1.2 Server and Client

3.1.2.1 Good Coding Practices

3.1.2.2 Interaction

3.2 Implementation

3.2.1 Server

3.2.2 Client

3.2.3 The Extension

3.3 Applications Developed with the Extension

3.3.1 Benchmark Application

3.3.2 Real Game Application

3.3.3 Developer Template

Chapter 4

Network Extension Evaluation

4.1 Setup

4.1.1 Controlled Network Experiments

4.1.2 Real Network Experiments

4.2 Results

4.2.1 Controlled Network Results

4.2.1.1 Concurrent Connections

4.2.1.2 Message Broadcasting Performance

4.2.2 Real Network Results

4.2.2.1 Location-wise Delay Fairness

Chapter 5

Conclusion and Future Work

5.1 Conclusion

5.1.1 Comparison of the Extended GameMaker Functionality with Related Work

5.1.2 Criticism on the Implementation and Design Decisions

5.2 Future Improvements

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