

Multiplayer Game in C++ Client/Server virtual connection

Networks and Online Games

Virtual connection on top of UDP

UDP is not like TCP

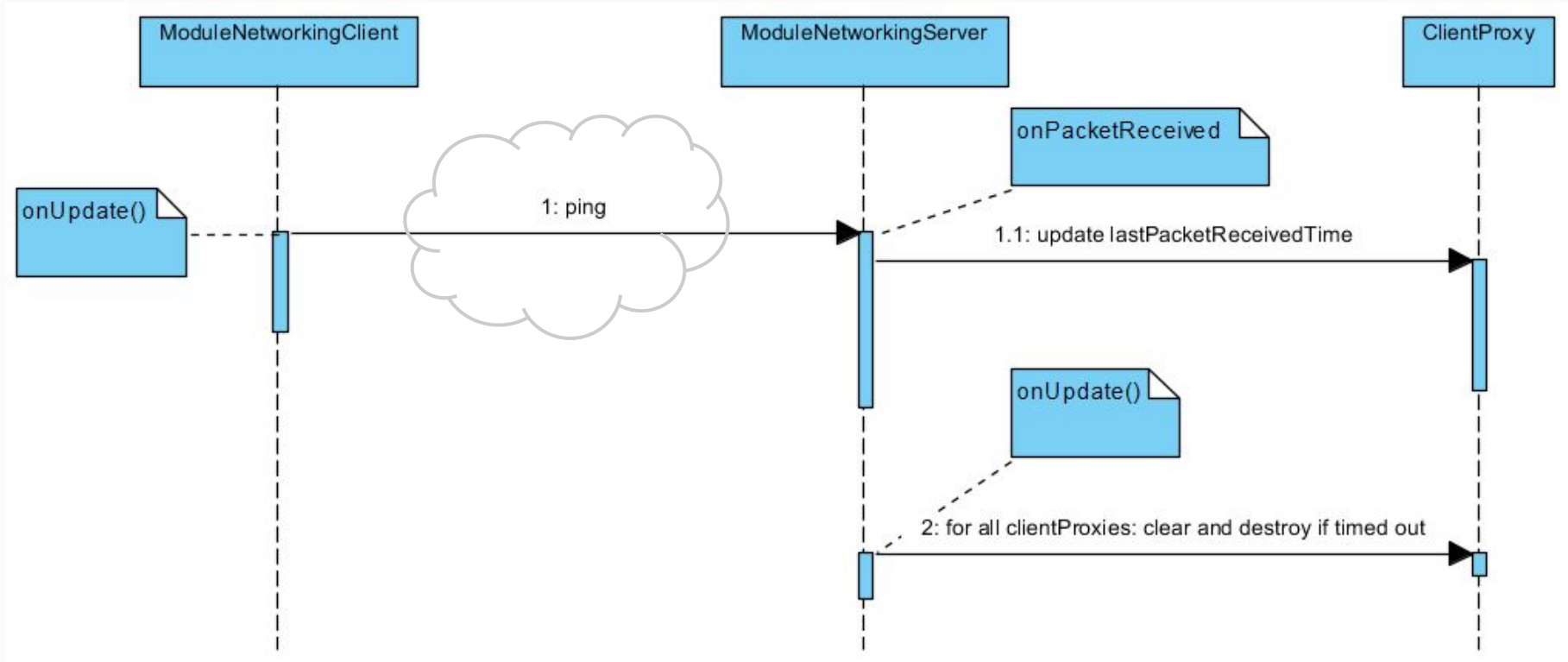
- No connection-oriented protocol
- When are two hosts connected?
 - As long as they keep transmitting packets

Our strategy

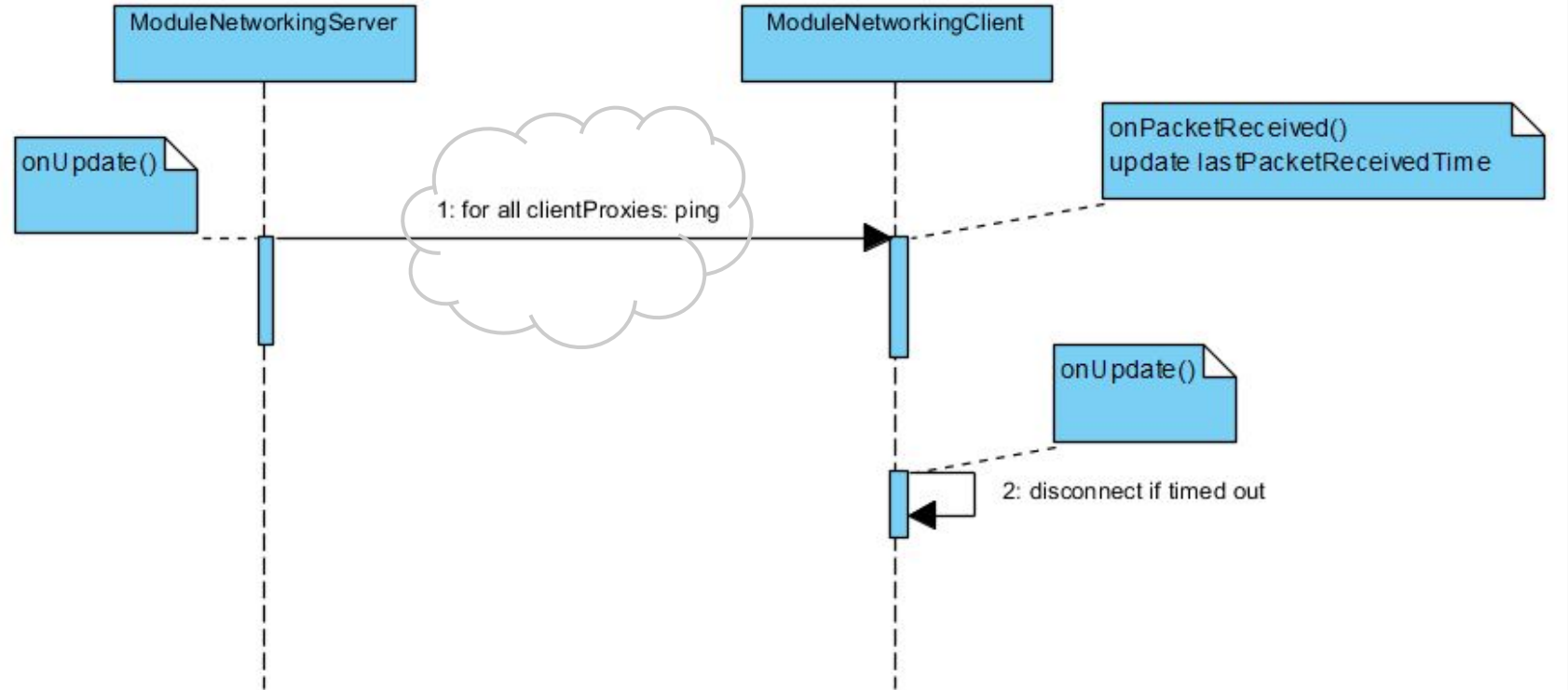
- Ping packets + timeouts



Client ping / Detecting client disconnection from server



Server ping / Clients disconnect from server on timeout



TODO

In ModuleNetworkingClient

- Disconnect the client if the time since the last received packet is greater than DISCONNECT_TIMEOUT_SECONDS
- Send a 'Ping' packet to the server every PING_INTERVAL_SECONDS

In ModuleNetworkingServer

- Disconnect clients whose time since the last received packet is greater than DISCONNECT_TIMEOUT_SECONDS
- Send a 'Ping' packet to all clients every PING_INTERVAL_SECONDS