

BOĞAZİÇİ UNIVERSITY

CMPE 487 - Applied Computer Networks

Students:

Esra Yılmaz

Alp Kaan Usen

Instructor: Dr. Eren Soyak

Project: LAN Chess

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1 Introduction

This is a plan that lists steps of the term project for CMPE 487 in Boğaziçi University in the fall term of 2019. The project is implementing a Chess Game which will be playable on the same LAN.

The game is for two players. Players can communicate with each other through online chat. The rules of the game are familiar to everyone. Each piece has certain movement limitations. If a player does not play for more than 45 seconds, a notification goes to alert.

Also an "interferer" will be implemented to attack the program with spam messages, which transmits valid commands, in this case chess moves in the valid format, to the agreed upon ports of all the IPs in the domain. "Application Level Denial of Service Attack" as it might be called.

The programming language of the project will be Python. A protocol will be determined for the game and communication of the moves between players.

2 Deliverables

1. Simple chess program in python
2. Protocol for the communication
3. Integrating the communication protocol to the chess program
4. Implementing the interferer
5. Showing that the play can continue with the interferer attacking
6. Main page interface (either graphic UI or command line)
7. Live chat feature in-game
8. Notification alert