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**“Network Project “**

**Team Members**

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**Project : Game called “Escape”.**

**Description :**

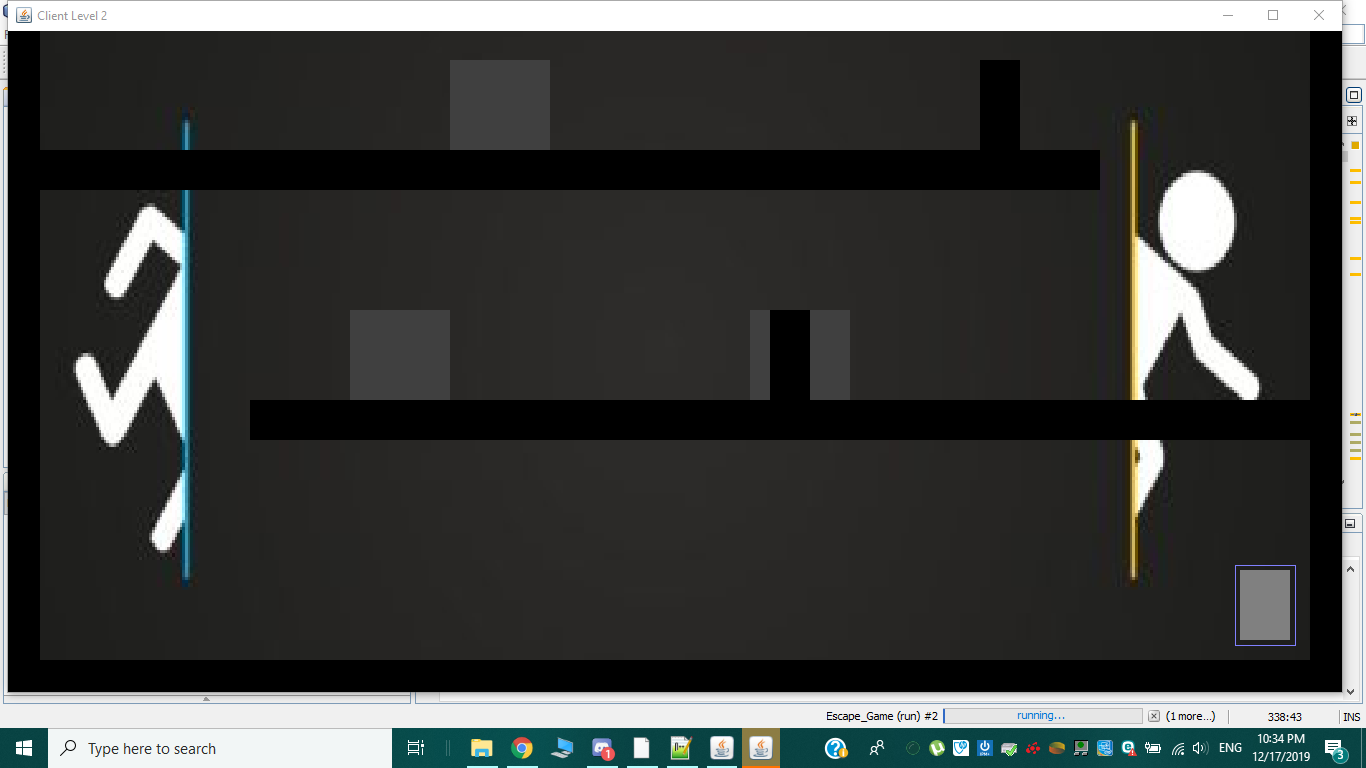
**This game that in local host in two packages in “netbeans”,**

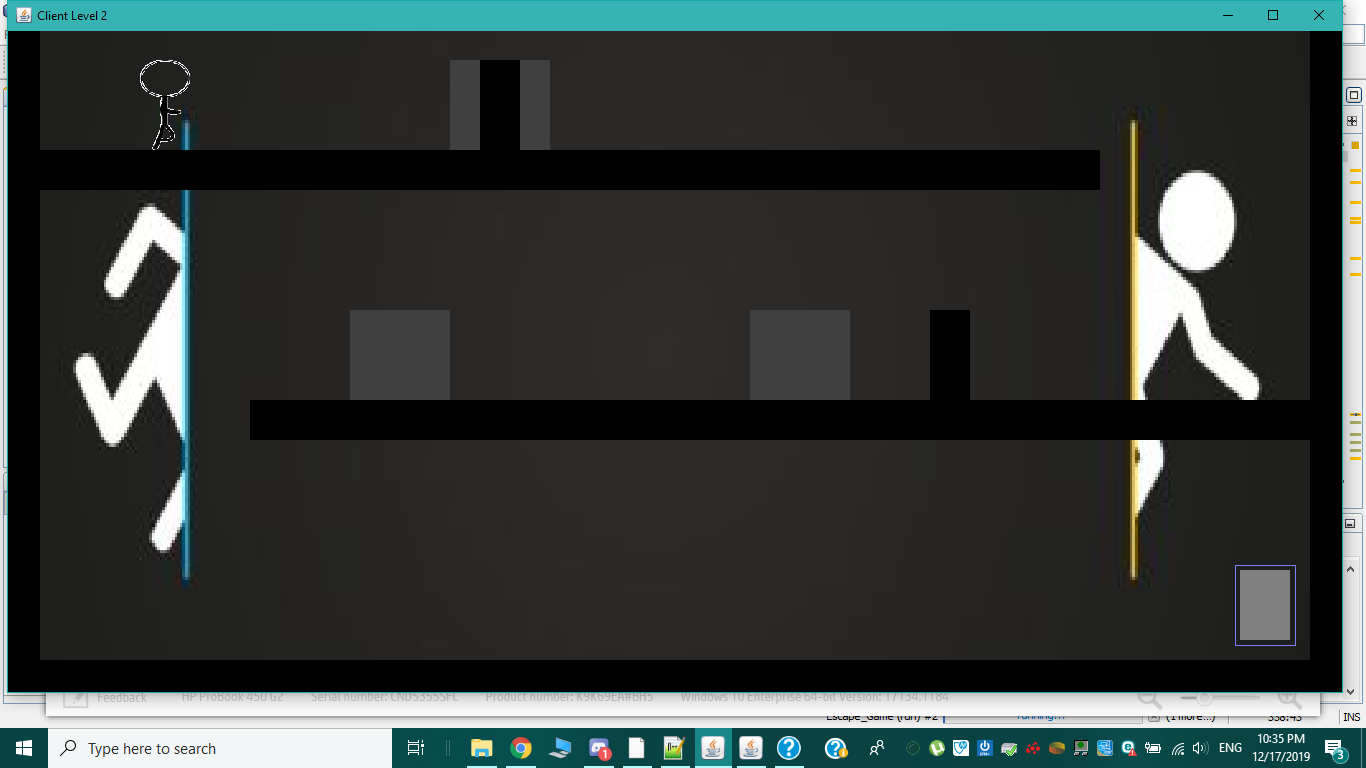
**One of this packages is a client and the other is server ,**

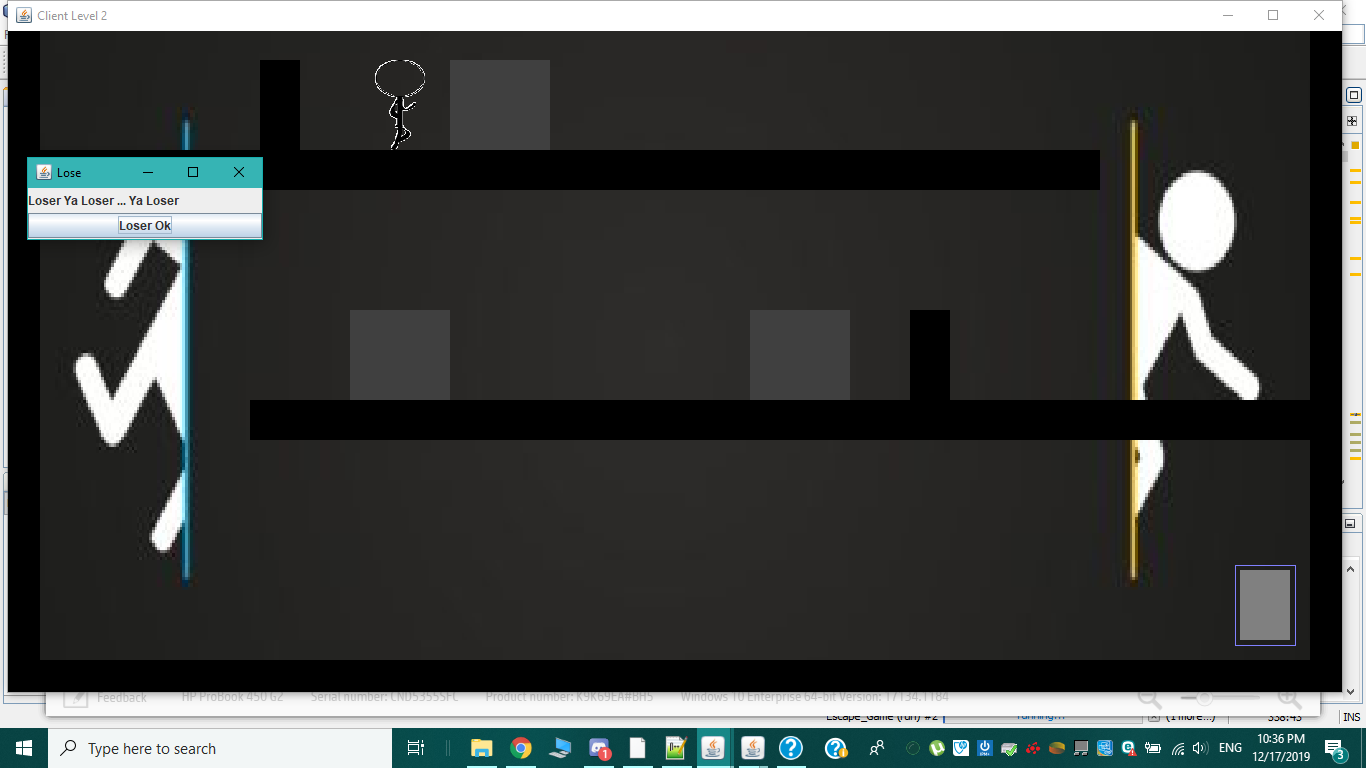
**In the one package (Client), When the character start to move and shock in the wall, Should be appear a frame that called “Loser” and in the other Package (Server) will stop and appear this frame also in it .**

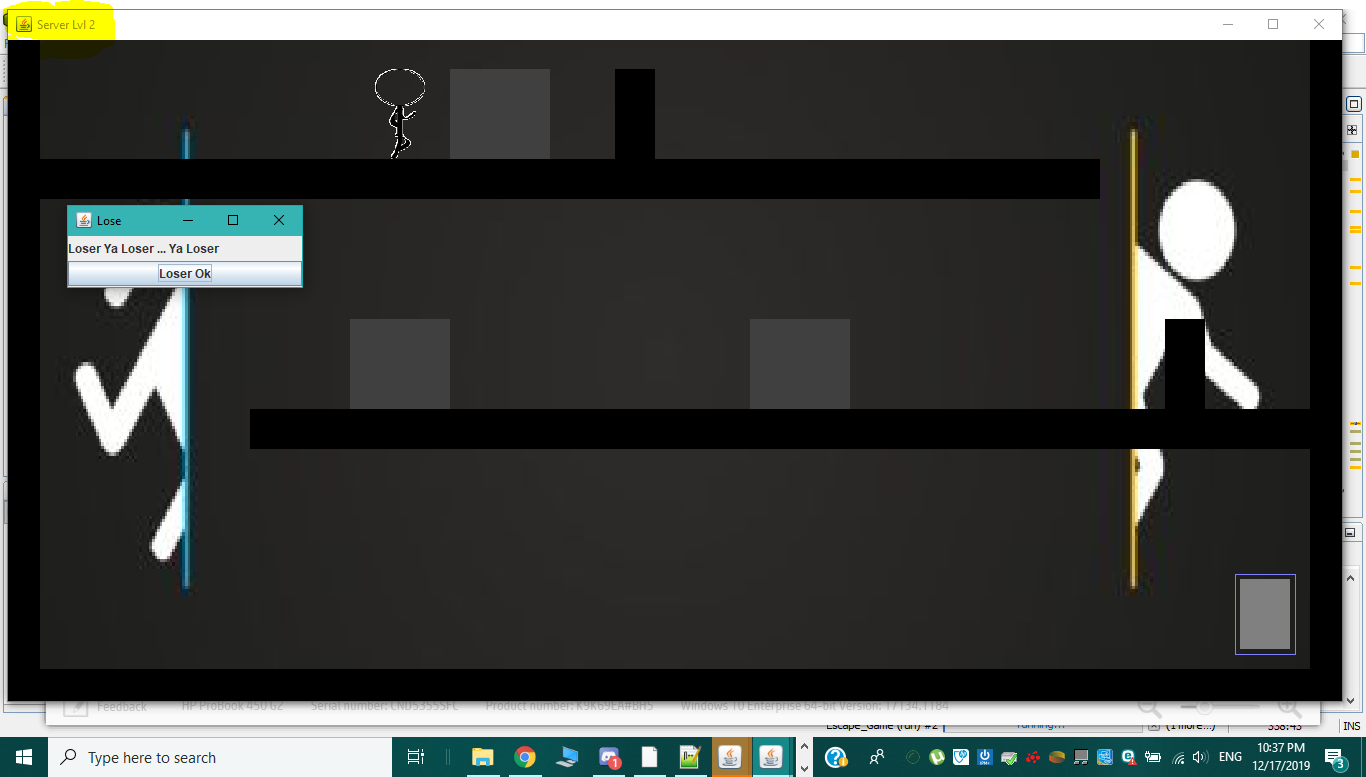
**And this work by TCP (Persistence) because we need to open one tap connection and make all actions and requisites and responses in this tap connection.**

**Screen Shoots To running and listening actions in server :**

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**\*\*Finish\*\***