Block Race Multiplayer Network Game

Contributors: Chethana Muppalam, Venkata Tejaswi

About: An online multiplayer game where multiple users race their blocks towards the goal. An in-game chat feature is implemented for players to create/join groups and communicate with other players in the game network. The game and chat feature are implemented using TCP and socket programming in Python.

	Network Games Grading Sheet	Maximum Points	Points Scored
	RFC Document	20	
	Server process setup	5	
	Client can connect to the game server	5	
	Programming style	10	
	Game Implementation	15	
	Client gracefully handles server crashes	6	
	Multiple clients can connect to server	5	
	Server Handling connections from multiple clients	6	
	Server Managing game sessions and state	6	
	Server can gracefully handle client crashes	6	
	Automatic reconnection	6	
	Winning Criteria Client State management	5	
	Timeout Management	3	
	Data Encoding/Decoding	2	
	Extra Credit Features		
	In Game Chat Feature(Create,Join,Leave,List)	12	
	Secure Messaging	4	
	Private messaging in a game room	4	
	Total	120	

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