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CS43204

NETPONG

Files:

Makefile

netpong.c

pong.h

pong\_lib.c

socklib.c

sppbtp.c

Compile: make netpong

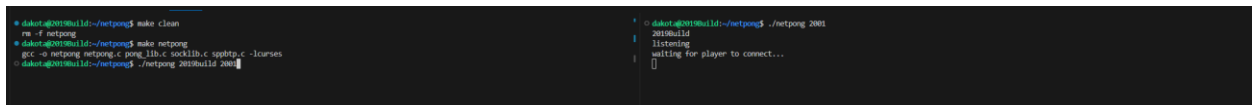
Run: ./netpong (host) port

Supplying a host will run the game in client mode, otherwise if no host is provided the game will wait for a connection request.

The game first asks for both users to supply a name before beginning the introduction phase. Once introduction is over, client serves the ball first, enters the PLAY state, and the server enters the WAIT state. After there are no balls remaining or one of the players quits, the score is displayed, and if there is a winner, the winner's name is too.

Since I did not get around to implementing select() or poll() in my game there is no ability to move the paddle while in the waiting state.

For each of the following screenshots the server is on the right and the client is on the left. The game flips the playing field for client mode.



```
• dakota@2019build:~/netpong$ make clean
rm -f netpong
• dakota@2019build:~/netpong$ make netpong
gcc -o netpong netpong.c pong_lib.c socklib.c sppbtp.c -lcurses
• dakota@2019build:~/netpong$ ./netpong 2019build win

o dakota@2019build:~/netpong$ ./netpong 2001
2019build
listening
waiting for player to connect...
[]
```

