

# Distributed System

## Playground Application Project

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# Outline

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# Introduction

In this Application we create a playground with player moving around a certain map.

This application we use:

- RabbitMQ for managing the distributed system message
- Swing for display the graphical representation



Here is our Design of the System

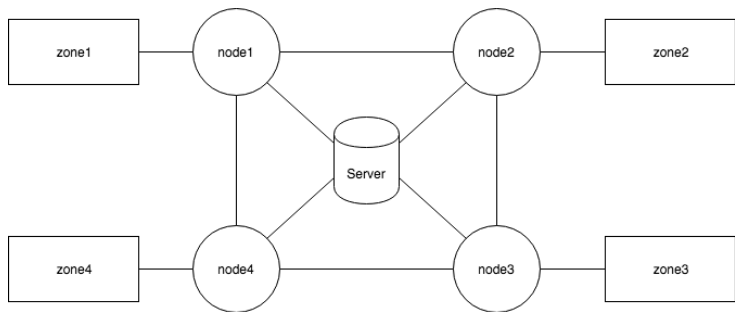


Figure: System design

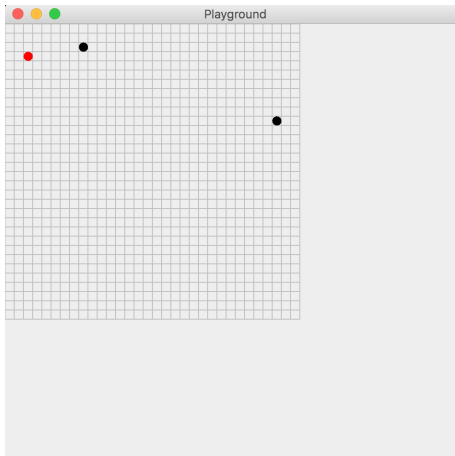
We choose this design because:

- Each node will be representative for a zone. Handling the transfer of player from node to others.
- The actual zone will be manage in several way.

The drawback that may have in this design

- Server will have to handle more tasks

Now, it's the demo



# Conclusion

In this project, we have successfully made a distributed system by managing the message queue.

In the future there will be several things that can be improved:

- Adding new zone
- Manage the zone to be managed by several sub-zones.



THANK YOU FOR YOUR LISTENING