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I learn quite a bit about the amount of different coding language that could be used to develop a game. One of the things our team learn was that using a free server hosting source is hard to determine if the server will be unavailable. This experience gives a good idea on how much teamwork and getting your task done on time. The hardest part of making version two was getting everything we wanted the game to do with many of us having very large workloads from our other projects. The easiest part was setting up the server and getting it to communicate correctly. We used a version of AES to encrypt the project and a for of RSA to encrypt the data. We had weekly meetings after class Thursday most weeks then on Skype if we needed an additional meeting.