Coehl Gleckner

Research Studio - Networking

Individual Research Question

2/25/2019

Team Name:

Uniting Unity Multiplayer

Research Question:

Can we create a generic networking system that has an easy to use DLL that allows you to connect over multiple systems very easily in just about any software.

Approach:

I'm going to be working on creating the DLL that interfaces with the client and server, allowing you to create a network connection without too much hassle. I'll also be working on the game that we want to use to demo the generic system we create. We're going to be pretty reliant on each other, as the DLL, client, and server will have to be created in sync to ensure proper testing of each is possible.

Technology:

We will be developing our own network technology for this project.

Team Members:

Jarrett Briody – Will be leading the development of the generic network manager, allowing it to be easily accessed by DLL for use by developers.

Chris Commisso – Will be assisting me in the creation of the interfacing DLL, and creation of the game to demo what we work on.

Milestones:

Milestone 1 will feature the implementation of a DLL that is able to interface with our generic networking system, and have a basic outline of a game setup in Unity that can prove it is working.

The final deliverable will include a basic game that will be able to demonstrate the abilities of our generic network manager, alongside an optimized generic network manager, and an easy to use DLL that makes development on the Unity game very simple on the networking side.