Progress Report 15

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Next Goals and Deliverables

- Modify network layer to let clients act as routers and have dynamic routing table updates. - Stuart

- Implement Pong game using new packet interpretation system. - Walt

- Develop experiments and benchmark tests - Dan

- Write paper - group

Previous Goals and Deliverables

- Abstract packet creation to packet struct (IN PROGRESS)- Walt

- Create packet data interpretation system (IN PROGRESS)- Stuart

- Create pong game (IN PROGRESS)- Stuart

- Generalize network layer to accept any application and send to any port (IN PROGRESS)- Walt/Dan

- Implement error packet and handle no stop sequence (TRIAGED)- group

- Run expiriments on baud rates, and profile program to determine where bottlenecks are. (IN PROGRESS)- group

- Build queue for sending when keyboard spammed (TRIAGED)- Dan

- Begin writing paper - (IN PROGRESS) group

Discussion

- We are in a tough spot at the moment because we are trying to make big changes to different parts of the network at once. We are both modifying the network routing process and protocol at the same time as we are implementing a more complex application.

- As we are not done with what we had been hoping to accomplish, we have also fallen a bit behind on our paper. We are going to start writing it with the deliverables we have now, but we hope to expand on some of the features we've already implemented to have a more finished network.

- Since there are still a lot of ways we could improve our project, we are having to be decisive about what we want to spend time on. For now, we have decided that making a more secure network layer is important, along with having a unique application that we can present to the group.