Checksum Game

The Checksum game is the first networking game the user is introduced to

Two Binary numbers and a randomized resultant scroll down the page

The user performs simple binary addition and checks the answer with a randomized resultant

The user confirms or denies the binary addition with that of the suggested result

Correct answers are awarded with points that are added throughout the game

The goal of the game is to show the user how addresses are checked in the networking world

Dijkstra’s Game

The 2nd game of the three-game series uses the Dijkstra’s algorithm

Five postal offices are spread throughout a map

The user is asked to travel to a randomized postal office

Different paths with different path weights can be used to travel to the desired postal office

The user’s goal is to find the shortest path to the requested postal office

The goal of the game is to let the user see how Dijkstra’s algorithm is used in networking to find the shortest path to a parcel’s destination

Segmentation Game

The final game consists of parcels that are to be delivered to correct postal boxes

Parcels have two characters that make up it’s identification

The first character is a number that signifies the box it should be delivered to

The second character is a letter that tells the user the order the parcel needs to be delivered in

Parcels that are in correct order and have not been used previously are dragged into the correct postal box

Conveyer belt parcels with the same ID as previously delivered postal box parcels are to be thrown out by the user

Incorrect ordered parcels should also be thrown into the trash

The goal of the game is to see how information on the internet is split up into parcels that are processed in the correct order