# DSRMI

DSRMI is Distributed Player Status System which uses Java RMI and UDP to maintain player statuses.

# Description

This project uses Java RMI and UDP connection across different servers to maintain databases for a multiplayer game environment. The servers are hosted on different ports of the same terminal i.e. it is run on local host.

# Installation

To run this project, I have used Java 14, but you are definitely welcome to use lower versions as well. When running the project, first execute and run all the game servers(NAServer, EUServer, ASServer) and then run the classes(PlayerClient, AdmininstratorClient).

For the convenience of testing, I have put 1 player in each server by default, which will remain offline, unless signed-in.

Following are the players in each server.

**NAServer:** Username: player3; Password: password ; IPAddress: 132.122.132.23

**ASServer:** Username: player1; Password: password ; IPAddress: 182.122.132.23

**EUServer:**  Username: player2; Password: password ; IPAddress: 93.122.132.23

#### Port-Numbers: ASIA: 3999, EUROPE: 2345, NORTH AMERICA:4999

# Author

Name: Hitesh Agarwal

Student id- 40104304