

A decidir

Tiago da Silva Guerreiro and Lucas Costa dos Prazeres

Abstract

Keywords

I. INTRODUCTION

II. TECHNICAL BACKGROUND

III. GAME CHANGES

IV. RESULTS

V. CONCLUSION

[1]

REFERENCES

- [1] B. Chen and Z. Xu, “A framework for browser-based multiplayer online games using webgl and websocket,” in *2011 International Conference on Multimedia Technology*. IEEE, 2011, pp. 471–474.