Logo

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**FACULTY OF ENGINEERING**

**ICHEP – Senior 1 Level – CESS**

**CSE354: Distributed Computing**

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**2D Multiplayer Racing Car Game**

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# ABSTRACT

This is a documentation of the Distributed Computing initial project submission. This project aims to build a multi-player distributed 2D Car Racing Game along with chatting feature. The system must support multiple, autonomous agents (either human or automated) contending for shared resources and performing real-time updates to some form of shared state. The state of the system should be distributed across multiple client or server nodes. The system should be robust. The system should be able to continue operation even if one of the participant nodes crashes. This is our objective with this project, without delving into the technical details, as they will be thoroughly explained and assessed throughout the final submission.

The methods towards achieving such a goal will be clearly detailed as well as thoroughly described in terms of implementation throughout our development process. That is the purpose of this documentation, to know how to plan such a project and implement it as efficiently and accurately as possible.

# INTRODUCTION

In this exciting project, we delved into the field of distributed systems to create a thrilling and immersive gaming experience. The objective of our project is to design and develop a cutting-edge 2D multiplayer racing car game that leverages the power of distributed systems to provide seamless gameplay, real-time interactions, and exhilarating racing competitions.

With the rapid advancement of technology and the increasing popularity of multiplayer gaming, the demand for immersive and engaging experiences has grown exponentially. Traditional single-player games have given way to multiplayer games that allow players from around the globe to compete, collaborate, and challenge each other. However, designing and implementing a multiplayer game presents a unique set of challenges, especially when it comes to ensuring low latency, synchronization, and scalability across a distributed network.

In our project, we aim to tackle these challenges head-on by harnessing the capabilities of distributed systems. By leveraging the power of multiple interconnected nodes, we can distribute the game logic, handle player interactions, and synchronize game states in several nodes. This not only enhances the overall performance and responsiveness of the game but also allows for a scalable architecture that can accommodate a reasonable number of concurrent players.

The key components of our 2D multiplayer racing car game will include a game server implemented using node.js, python proxy, and unity client game, and a communication protocol that facilitates real-time communication between the players and the proxy, and between proxy and the server. The game server will be responsible for managing player connections and handling game events. The client applications will provide the graphical user interface and render the game elements, while also interacting with the server through our python proxy that acts as a client to the server and a server to unity game to receive game updates and transmit player actions and chat messages.

Throughout the development process, we will focus on key aspects such as minimizing network latency, implementing efficient synchronization mechanisms, and designing a robust fault-tolerant system.

# PROJECT DESCRIPTION

The aim of this project is to develop a distributed system for a 2D car racing game that incorporates interesting features from a systems perspective. The system will support multiple agents contending for shared resources and performing real-time updates to a shared state. By leveraging distributed systems principles, the project will ensure robustness, fault tolerance, and the ability to recover from node crashes.

The system will be designed to meet several important properties. Firstly, it should support multiple, autonomous agents participating in the 2D car racing game. These agents can be human players or automated entities that compete for shared resources and dynamically update the game’s state in real-time.

Robustness is a crucial aspect of the system. It should be designed to handle failures gracefully and continue operation even if one of the participant nodes crashes. This fault tolerance ensures uninterrupted gameplay and prevents any loss of progress or data. Additionally, the system should support the recovery of a crashed player’s state, allowing player to resume playing seamlessly.

The system will offer real-time playing and viewing capabilities, allowing participants to actively race against each other and observe the progress of other players simultaneously. This real-time interaction enhances the multiplayer experience and immerses participants in an engaging environment.

To facilitate communication between participants, chat functionality will be implemented. This feature enables players to exchange messages during, before, and after playing the game. It enriches the overall multiplayer experience.

Caching and copy migration techniques will be employed to optimize application response time. By caching frequently accessed data or game resources, the system can reduce latency and provide faster response times to participants. Additionally, copy migration can dynamically move game resources closer to the participants, reducing network latency and enhancing the overall gameplay experience.

# BENEFICIARIES

Our project is developed for academic purposes with the intention of further enhancements for publication as a real game, can benefit several groups of individuals.

Gaming enthusiasts who have an interest in multiplayer games can benefit from experiencing the 2D car racing system. While not yet ready for commercial release, the project offers an engaging gaming environment where participants can compete against each other in real-time. The chat functionality enables communication between players, fostering social interaction and collaboration. Gaming enthusiasts can enjoy the game for entertainment purposes and gain an understanding of the potential features and challenges involved in developing distributed multiplayer games.

Students and researchers in the field of distributed systems are among the primary beneficiaries. The project provides them with practical learning experience, allowing them to apply the theoretical knowledge gained in their studies. By actively developing the 2D car racing system with distributed architecture, students can gain insights into the challenges and complexities of building robust and fault-tolerant systems. It serves as a valuable educational tool, enhancing their understanding of distributed systems principles, real-time updates, fault tolerance, and state management.

Although the project requires additional enhancements to be published as a real game, it offers valuable insights for game developers. Developers interested in creating multiplayer racing games with distributed architecture can leverage the project as a foundation. It provides a starting point, demonstrating the fundamental components and functionality required for a multiplayer game. Developers can build upon the project's structure, integrate their own gameplay mechanics, and enhance the user experience to create a fully-fledged, commercially viable game.

Finally, the project can contribute to the open-source community. By sharing the project's source code and documentation, it becomes a valuable resource for developers worldwide. The open-source community can study, modify, and improve upon the project, fostering collaboration and innovation in the fields of distributed systems and game development. Developers can learn from the project's insights and implementations, potentially leading to the creation of more robust and feature-rich distributed game systems.

# DETAILED ANALYSIS

## Components Structure

In the 2D multiplayer distributed systems racing car game project, a 3-tier layered architecture is employed, consisting of a server, an intermediate proxy, and a Unity front-end game. This section will provide a detailed analysis of the code structure, logic, and explanation of each component, focusing on the sockets used for communication.

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Figure 1 System Layered Architecture

## Components Explanation

### Node.js server

The server component is implemented using Node.js, Express, and Socket.io. It serves as the central hub for communication between the clients and manages the game state. Socket.io is used as the primary socket library for real-time bidirectional communication between the server and clients. The server's code structure follows an event-driven model, utilizing Socket.io's event-based system. It listens for various events, such as client connections, disconnections, and custom game events. Upon a client's connection, a socket connection is established, enabling the server to receive and send data to the client.

The server layer plays a critical role in coordinating the game logic and managing the shared state. It receives updates from the clients, processes them, and broadcasts the changes to all connected clients. By maintaining the authoritative game state, the server ensures consistency across all clients and facilitates a synchronized multiplayer experience.

The server consists of a single file app.js which handles all events.

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Figure 2 Server Code Structure

The code begins by importing the necessary dependencies, including Express, the HTTP module, and Socket.io. These libraries enable the server to handle web requests and establish WebSocket connections for real-time communication.

Next, the Express application is set up, creating an instance of the app. This app will handle the HTTP requests made to the server. The HTTP server is created using the Express app, allowing the server to listen for incoming HTTP connections.

The Socket.io server is then initialized by passing the HTTP server to the Server class constructor. This establishes the WebSocket connection and enables bidirectional communication between the server and connected clients. The io object represents the Socket.io server instance, which will handle the events and manage the communication with clients.

The code defines an event handler for the "connection" event. This event is triggered whenever a client establishes a connection with the server. Inside the event handler, a callback function is executed, which logs a message to indicate that a user has connected.

The code also includes several event handlers that listen for specific events emitted by the connected clients. These events include "my message", "CreateRoom", "joinRoom", "refreshplayers", "StartGame", "disconnect", "Coord", and "ChatRoom". Each event handler performs different actions based on the received event and data from the client.

For example, the "my message" event handler broadcasts the received message to all connected clients except the sender. This is achieved using the socket.broadcast.emit() function, which emits the event to all connected clients except the current socket.

The code also handles room management functionalities, such as creating and joining rooms, refreshing player lists, starting games, and managing chat messages within specific rooms. It utilizes the io.of("/").adapter.rooms object to retrieve information about the available rooms and their participants. Based on the received event and data, the server performs actions like joining a room (socket.join()), emitting events to specific rooms (io.in().emit()), and broadcasting messages to clients within a room (socket.to().emit()).

Furthermore, the code includes a disconnect event handler that logs a message when a client disconnects from the server. This allows for proper handling of client disconnections and cleanup of any associated resources.

To run the server, the code calls httpServer.listen(3000), instructing the server to start listening for incoming connections on port 3000.

### Python proxy

The intermediate proxy, implemented in Python, acts as a bridge between the server and the Unity front-end game. It connects to the server using Socket.io, establishing a bidirectional communication channel. The proxy layer receives updates from the server and relays them to the Unity front-end game. Likewise, it receives commands and data from the Unity game and relays them to the server. This communication allows for real-time synchronization of the game state and actions between the server and Unity.

Python's socket.io library facilitates the bidirectional communication between the proxy and the server. It provides the necessary functions to handle socket connections, emit and receive events, and transfer data efficiently. By leveraging the proxy layer, the Unity front-end game can interact with the server seamlessly and stay synchronized with the authoritative game state.

The proxy consists of a single file client.py that contains 3 threads for receiving, sending data to unity, and for chatting.

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Figure 3 Proxy Code Structure

The code begins by importing the necessary libraries, including socketio and socket, which are used for handling real-time communication and low-level socket operations.

Next, a socketio client is created using the Client class, named sio. This client handles the WebSocket connection and communication with the Node.js server.

Several global variables are declared to store important information during gameplay, such as sendServer to handle low-level socket communication with Unity, unityChatSocket to handle chat messages, UserID to cache the user ID during the game, and RoomID to cache the room ID during the game.

The code defines event handlers using decorators (@sio.on and @sio.event) to handle various events received from the Node.js server via Socket.io. These events include "connect", "roomStatus", "GameStarted", "CoordBroadcast", "refresh", and "ChatBroadcast". Each event handler performs different actions based on the received event and data.

The code also includes utility functions such as unityReceive, unitySend, and Chat, which are executed in separate threads. These functions handle the low-level socket communication with Unity and manage chat messages between clients during gameplay.

In the main program entry point, the code establishes a connection to the Node.js server using the sio.connect method. This connects the client to the server's WebSocket endpoint.

Three threads are then created to handle different aspects of the client functionality: unityReceive for receiving messages from Unity, unitySend for sending messages to Unity, and Chat for managing chat messages.

Finally, the threads are started using the start method, and the client begins its operation, facilitating communication between the Node.js server and the Unity front-end game.

### Unity Game

The Unity front-end game, developed in Unity using C# and .NET TCP sockets, is responsible for rendering the 2D car racing game and providing the user interface for players. It connects to the intermediate proxy using a TCP socket implementation in C# with the .NET framework. This TCP socket connection allows for reliable and efficient data transmission between the Unity game and the proxy.

The code structure in Unity follows an object-oriented approach, with classes and scripts managing various game elements, including player controls, car movements, rendering, and user interface components. The TCP socket implementation handles the exchange of data with the proxy layer, ensuring synchronized gameplay and communication between the Unity game and the distributed system.

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Figure 4 Unity Code Structure

The chat manager file is responsible for managing the chat functionality within the game. It facilitates the sending and receiving of chat messages between players and updates the chat box UI to display the messages in real-time.

The chat manager script has a reference to the UI elements, such as the chat input field and chat box, to interact with them and update their content.

At the start of the script, the necessary variables and references are defined. This includes a reference to the socket connection to communicate with the server, as well as variables to store the player's username, room ID, and other relevant information.

The script will have methods to handle user input, such as sending a chat message when the left control button is pressed. These methods will retrieve the text from the chat input field, package it appropriately and send it to the python proxy using the socket connection.

The script also checks for received data from proxy. When a chat message is received it will extract the message content, format it if necessary, and update the chat box UI accordingly. This is done by appending the new message to the existing chat log, scrolling to the bottom of the chat box to display the latest message, and applying desired styling to differentiate between different players' messages.

The game logic file is responsible for implementing the core gameplay mechanics, including the instantiation of players' car objects and handling the transmission of each player's car coordinates to be broadcasted to all other users.

The game logic file in Unity serves as the central component that manages the gameplay mechanics for the multiplayer racing game. It handles various aspects of the game, including the creation and management of players' car objects and the synchronization of their positions across all connected clients.

Upon initialization, the game logic file sets up the necessary variables and references to control the gameplay. This includes defining the car prefabs, spawn points, and other relevant parameters. It also establishes the connection to the server to exchange data and receive updates about other players.

As the game progresses, the game logic file continuously updates the position and movement of the player's car based on user input and other gameplay mechanics. It tracks the changes in the car's position and sends this information to the server for broadcasting to all other connected players.

To transmit the player's car coordinates, the game logic file communicates with the server through socket connections or other networking protocols. It packages the car's position data, including the position vector and rotation, into a message format that can be sent to the server. This data is then broadcasted to all other connected clients, allowing them to update the position of the corresponding player's car on their own game instances.

The gameManager file in Unity is responsible for managing the creation and joining of game sessions in the multiplayer racing game. It provides functionalities that allow players to create new game rooms or join existing ones.

The gameManager file serves as a central component that handles the game's overall flow and facilitates the creation and joining of game sessions. It provides the necessary functions and interfaces to enable players to initiate and participate in multiplayer races.

When the game starts or the player navigates to the game lobby, the gameManager initializes and displays the available options for creating or joining game sessions. It provides a user interface that allows players to interact with these options.

To create a new game, the gameManager provides a "Create Game" functionality. When selected, it prompts the player to enter specific details for the new game session, such as the room name or ID and any additional settings or parameters. The gameManager then communicates with the server to create the new game room, establishing a unique identifier for the session.

Alternatively, the gameManager provides a "Join Game" functionality to allow players to join existing game sessions. When selected, it prompts the player to enter a specific room ID. The gameManager communicates with the server to check the availability of the chosen game room and handles the necessary actions to join the selected session.

Upon successful joining of a game room, the gameManager manages the transition from the lobby to the actual gameplay scene. It coordinates with the server to synchronize the player's state, including their car position, with other players in the game session.

## Layers Interaction

The interaction between the layers is facilitated through the defined socket connections. The server layer serves as the central point for communication and coordination. It interacts with the intermediate proxy layer through Socket.io, relaying game updates, commands, and other relevant events. The intermediate proxy, implemented in Python, establishes a connection with both the server and the Unity front-end game, acting as a mediator for data transmission.

The Unity front-end game layer communicates with the proxy layer using the TCP socket implementation in C#. It exchanges player commands, receives game updates, and chat messages, ensuring a seamless multiplayer experience. The TCP socket connection enables real-time data transfer and synchronization between the Unity game and the authoritative game state maintained by the server.

The 3-tier layered architecture and the use of different socket libraries (Socket.io for server-proxy communication and TCP sockets for proxy-Unity communication) facilitate efficient and reliable communication among the server, intermediate proxy, and Unity front-end game. This architecture ensures synchronized gameplay, real-time updates, and interactive multiplayer experiences in the 2D racing car game project.