Colton Bates CIS 457

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10

Parker Skarzynski Semester Project Biweekly Update

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For this biweekly update, we have given ourselves a few options in terms of what games we want to use. Additionally, we have begun looking at using a specific type of P2P architecture for the network aspect of the game.

For the games, we spoke to several groups from prior CIS 350 courses. With their permission, we received copies of games they had made. The games are Battleship, Chess, Checkers, and Monopoly. We will continue to discuss and decide which game we ultimately decide on using.

As for the network implementation, we believe a P2P interface would be best. We would have each client connect to each other and send game updates over a P2P connection. Each peer will wait until a designated player takes a turn, then sends the update to the other peers as well as which peer gets to go next. The only variations we have not ultimately decided on yet is exactly how the connections are established. There are 2 alternatives we are considering:

- The first alternative is where each client connects to each other. There is no dedicated host of any kind here, and updates are sent directly to everyone.
- The second alternative is having one client as a remote host, where if there are 3 clients A, B, and C, then the connections are A-B and A-C. This is not as strictly P2P, but has benefits such as not sending duplicate updates and fewer connections.