

CSYE 7270

Building Virtual Environments

Multiplayer Networking

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Multiplayer Networking

Counts towards assignment score

Multiplayer Networking

Develop a multiplayer networking for a game. The networking must support player login, player stats, and multiplayer support.

(100 Points) Develop a multiplayer networking for a game

Convert an existing game to support multiplayer networking. The networking must support player login, player stats, and multiplayer support.

Scoring Rubric

100 points possible

| Requirement | Points |
|---------------------|--------|
| Player login | 20 |
| Player stats | 20 |
| Multiplayer support | 40 |
| Tests | 10 |
| Quality | 10 |

Submission

You will submit your assignment via BlackBoard.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

Game Multiplayer Networking Resources

Search game networking on SpringerLink (<http://link.Springer.com/>).

Textbooks are all available for free to NEU students via SpringerLink (<http://link.Springer.com/>). You must access SpringerLink from an NEU IP address to have full access and/or download these books.