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/](http://link.springer.com/)).

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

**References and Links:**

* <https://docs.unity3d.com/Manual/UNet.html>
* <https://unity3d.com/unity/features/multiplayer>
* <https://www.youtube.com/watch?v=ovUnNJlREIk>
* <https://forum.unity.com/threads/where-to-begin-with-the-new-networking-system.577369/>