Multiplayer Trivia Protocol

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# Description

The goal of this project is to design and implement a new application layer protocol for a multiplayer trivia game that will function in real time. The system will use a client-server model where multiple clients can connect to the trivia server over TCP. The server will be responsible for managing the game, enforcing timing, and the scoring. The clients will display the questions, collect the answers, and then show the scores.

# Research Component

My research component is going to look at seeing how I can make sure this multiplayer game doesn’t use cheating, since it could be easy for people to cheat in a game like this. I also want to see how this game could become a bit more complex by adding potential encryption or different rooms/lobbies to the game.

# Deliverables

Project deliverables are:

1. C# implication of the server and client
2. The questions stored in a file
3. Showing off different clients connected playing the game over a local network
4. Showing a presentation of the game to the class.