

Networking Meeting

part duo

- Flying Formations
- BobChat Strikes Back
 - Overview and Discussion
 - Short Code Walk-Through

Flying Formations

Divide and Conquer

- Client Networking Module
 - Sending and receiving messages (pushing data)
- Server Module
 - Mediating between the clients (Referee)
- API
 - Exposing functionality of the networking model to the other groups (AI, GUI, Graphics)

Together at Last

- Protocol Module
 - How data and commands are expressed
 - Protocol filtering and enforcement
- Authentication Module
 - Who are you?
- Threat Analysis
 - Preventing mean dorks from at best ruining the game and at worst trashing your computer

