## Networking Meeting part duo

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

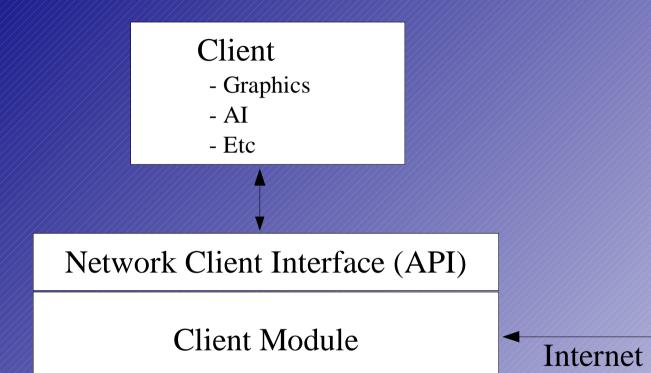
## Flying Formations

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



Server Module