

Multiplayer Online Game Communication Using Named Data Networking

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Abstract—

Index Terms—Multiplayer games, Named Data Networking,
Peer-to-peer, Dataset Synchronization

I. INTRODUCTION

test[1]

II. BACKGROUND & RELATED WORK

III. METHODOLOGY & RESULTS

IV. DISCUSSION

V. CONCLUSION

ACKNOWLEDGEMENT

REFERENCES

- [1] Lixia Zhang, Alexander Afanasyev, Jeffrey Burke, Van Jacobson, Patrick Crowley, Christos Papadopoulos, Lan Wang, Beichuan Zhang, et al. Named data networking. *ACM SIGCOMM Computer Communication Review*, 44(3):66–73, 2014.