20XC46 COMPUTER NETWORKS LAB

MULTIPLAYER GAME

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ABSTRACT:

Our package is a multiplayer game developed using socket programming and multi-threading and is implemented in the python programming language. This project allows the user to engage in a 1 on 1 combat with another user, both of whom are connected to a common server, which runs the game. This game also gives the liberty to people to play the game from their own machines by just connecting to the server. Multiple clients can play the game at the same time. At the end of the match, result of the match will be printed on both player’s screens.

LIBRARIES USED:

* Pygame
* Pickle
* Threading
* Socket