

CS4513, Project 4 - Dragonfly Wings

Total: _____

Name: _____

Network Support

NetworkManager (20 points): _____

EventNetwork (5 points): _____

Sentry (capability - object optional) (5 points): _____

Saucer Shoot 2

Startup and connection of Host and Client (5 points): _____

Heroes synchronized (10 points): _____

Saucers synchronized (10 points): _____

Bullets synchronized (10 points): _____

Two-player gameplay (5 points): _____

Explosions, Stars, and Reticles supported (5 points): _____

Negligible observable lag on LAN (5 points): _____

Negligible non-synchronization of games on LAN (5 points): _____

Graceful shutdown on game over (5 points): _____

Other

Miscellaneous (5 points): _____

e.g., multiple sockets, TCP & UDP,
Windows &, GameOver & GameStart,
UI for Host/Client connect ...

Experiments (5 points): _____

Late, other bugs, missing docs to run, etc. (could lose points):