

# Networking for Computer Games

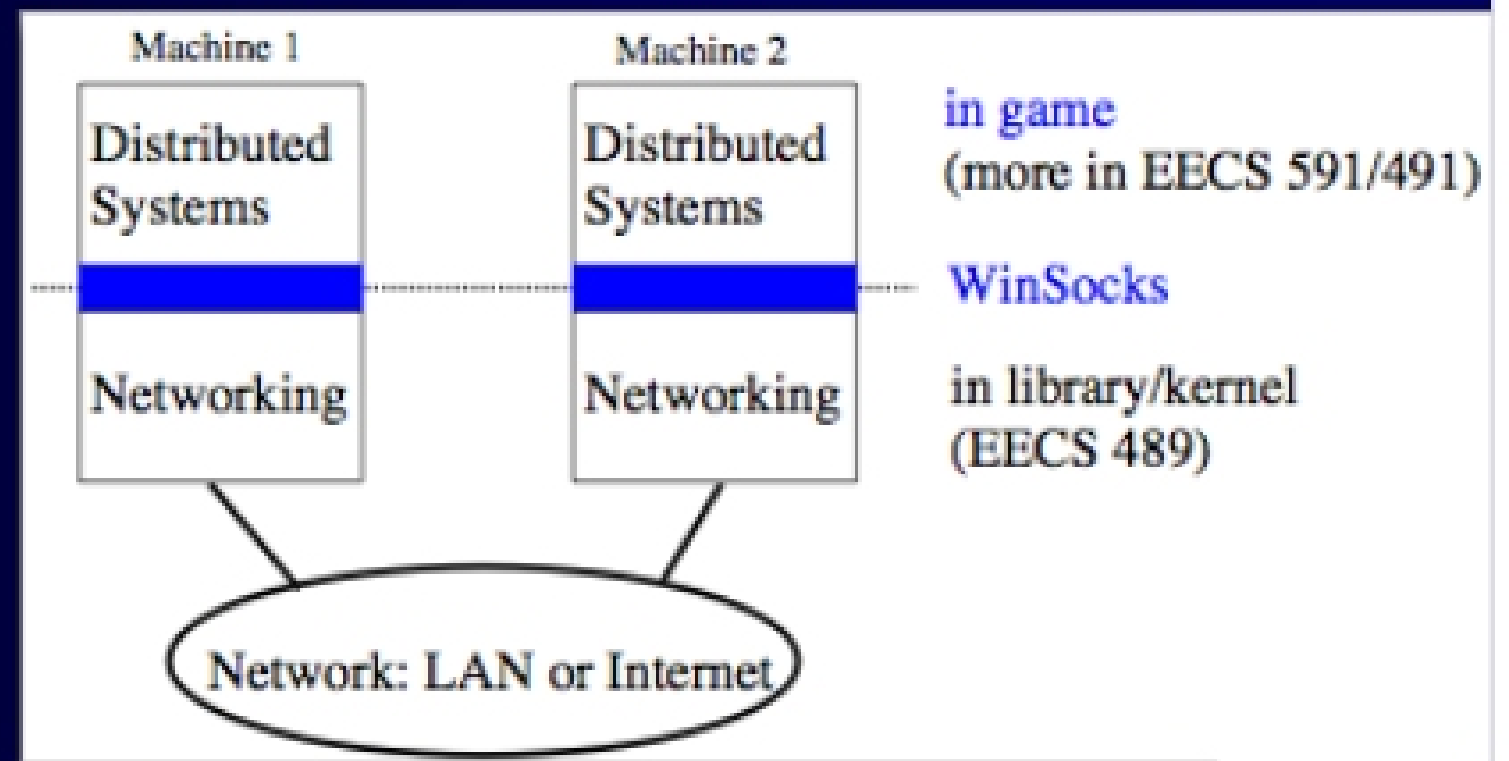
EECS 494

10/11/06 by Sugih Jamin

# Networking in Games

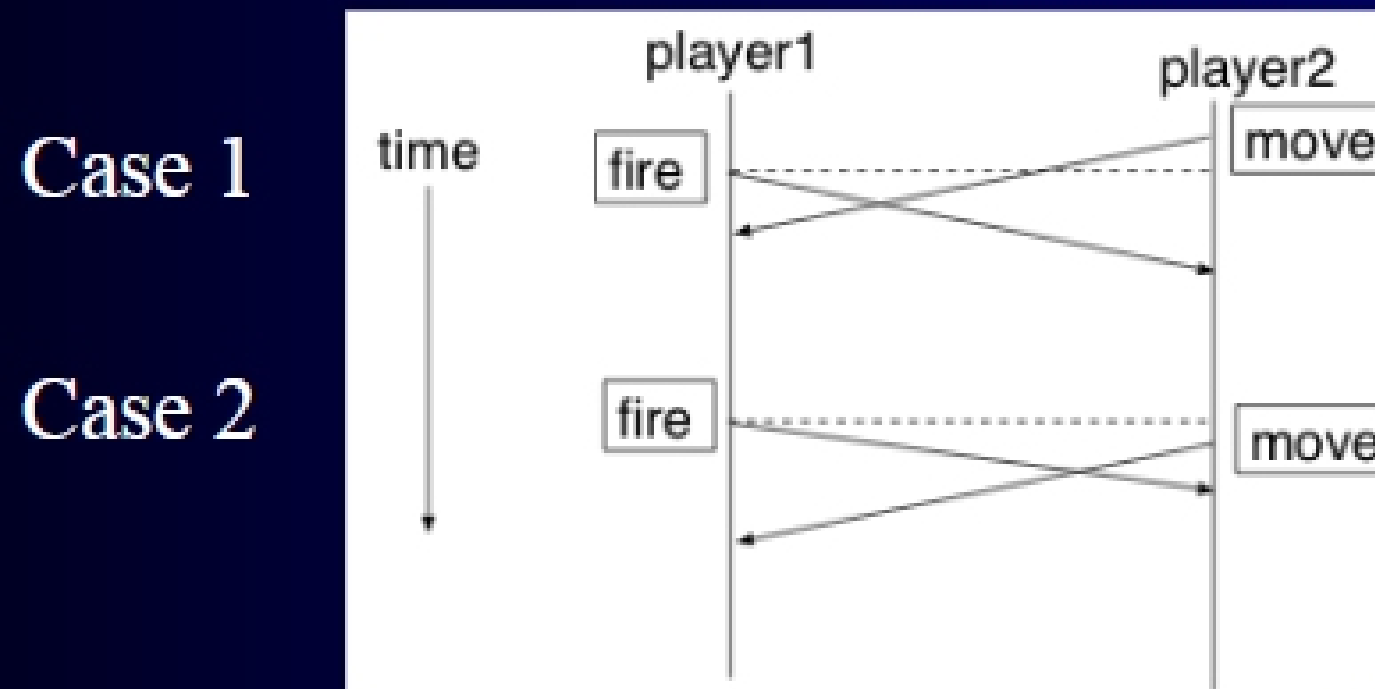
## In-game networking topics:

- networking topology: client-server vs. peer-to-peer
- computing model: distributed object vs. message passing
- which protocol to use? tcp, udp, reliable udp
- bandwidth limitation
- latency limitation
- consistency
- cheat proofing
- socket programming



# Consistency

Problem statement:



How do you differentiate the two cases,  
at both player1 and player2?