

ICS 167: Multiplayer Online Systems Project

Pong Game

Milestone 2: Two Player (Due in dropbox 11:59pm: 2/18/2015)

In this phase you are going to develop a fully-functional two-player pong game. You will run two game clients which connect to the game server independently. The features you need to implement are listed as follows:

- Client
 - Text fields to specify the IP address/port of the game server to connect.
 - Text fields to enter the user's game ID or Nickname.
 - Scoreboard showing the IDs and scores of the two players.
 - Update the game state (position of the ball, position of the paddles, etc.) smoothly.
- Server
 - Record the connected players' ID.
 - Incorporate a physics engine that tracks the ball movement.
 - Start the game only when there are two players, stop the game when one of the players leaves.

Please put your server and client code in different folders with one team member's student ID as the name of the files and the folder. Compress them to a zip file, and make sure you upload it to the course dropbox by the deadline. Please use this Student for consecutive submissions. Always list all team members IDs and names in the files. Track participation and what each member contributed. This will be part of the overall evaluation of the team grade and individual grades.