# ICS 167: Multiplayer Online Systems Project

# Pong Game

## Milestone 5: Summary (Due in dropbox 11:59pm: 3/9/2015)

Now you have learned the basic concepts of a client-server multiplayer system. You have also seen how network latency affects the gaming experience. In this final part of the project, clean up your code and prepare for the demos. You may add any graphical effects or extra features you like to your system. Make sure you show all you have done in the demos. Finally, prepare a one-page summary of your project, it should include:

- A brief overview
    - What are the roles of the clients and the server
    - What information is exchanged between them
    - How often do they communicate with each other

- Latency
    - How you implemented artificial latency
    - What are the effects you observed
    - What's your mitigation mechanism

- Any extra features you implemented

- Team members and participation

Note that if there are any parts that were not completed in the previous "Project Part" submissions, make sure that they are completed by the final "Part 5" submission. You will get graded on the full "operational" project  as well as part submissions.  In other words, getting it all completed by the end is the most important part. The intermediate submissions were to help pace you and get the project done on time. Final submission (Part 5) is graded on 30%, each previous submission is graded on 5%. Total for Project: 50% of final course grade.

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. Include your summary, use "pong_summary_<student ID>" as the name of the file.  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.