

# **A STUDY AND IMPLEMENTATION ON NETWORKED ROLE-PLAYING GAME (RPG) WITH DIRECTX**

Prepared by: Voo Si Vui @ Voo Ka Vui

## **ABSTRACT**

---

The objective of this project is to study and implementing a networked RPG by using the features provided by DirectX SDK (Software Development Kits). This report will talk about the ways of how to produced a networked RPG design and DirectX SDK by using the technologies and software provided, produce a game animation, calculating the angle of camera view, reduce the memory use in the game rendering, utilize the bandwidth of a network for multiplayer without any delay in send and receive data and so on. In this report, the concept of the system flow is included. Relevant diagram and explanation is also provided to ensure that readers can easily understand the overall flow of the system and the objective of this project. Information such as RPG design, DirectX features like DirectPlay, DirectSound, Direct3D and DirectInput, will be included in this report.