

COLLEGE LABORATORY ACCESS CONTROL AND REMOTE ADMINISTRATION SYSTEM

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ABSTRACT

In this project, an Artificial intelligence algorithm and a client/ server technology will be used to implement a monopoly game that allows players to play the game in a network environment. The features of this network game are, the game allow multiple players playing the game in different computer and different location. Purpose to make the game more functionality, the author will design the game that able to save and reload the game in any time. Besides that, to make the users more enjoyable, the game allows users chatting when the game is going on. The author also apply the Artificial Intelligence (AI) players that generate by the computer when the user playing the game alone. In order to create such functions, the author will study the client server technology to make the computers can connect with each other when the game going in. The author will study the network topology in order to know which network methodology should develop in different kind of situation that can make the system running in the best performance in the network environment. In order to make the AI thinking like a human, the author will study the AI algorithm to learn about in different kind of situation, what kind of action should perform by the AI players.