

DEVELOPMENT OF A MULTIPLAYER ROLE PLAYER GAME ON MAZE

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ABSTRACT

This project addresses issues on massive multiplayer role play game. It designs for all role play game fans. This project focuses on the development of 2D graphic interface design and the coordination of multiuser. The game allows more than one player play at the same time. This game principally plays on a Local area network (LAN) and it supported by one server and a maximum of four clients. The server allocates and coordinates the tasks for the clients. Each player acts as one prince in the game. During the game, players will go through a maze and locate three keys to rescue the princess who was abducted and locked in a castle. In the maze, there are several koradji who will help the players to find the keys. There are monsters in the maze to block the player. The prince who rescued the princess will win the game and get the bonus mark.