DEVELOPMENT OF A MULTI-USER MINI GAME ENGINE (MMGE) IN A LOCAL AREA NETWORK

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ABSTRACT

This project studies on the client-server technology in developing a multi-user mini game engine (MMGE) which allows more than one user to play the mini games at the same time. This project working environment is actually divided into two parts, which is the server and the client. The server will store the user information in a database system and allows up to 50 clients to connect and access to it at the same time. The multi-user mini game engine (MMGE) will provide several types of game such as chess game, combat game, and it will provide several mini game rooms for players. Each player can choose any type of mini game to play with other players in the local area network (LAN)

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