

A C# Managed DirectX Client Server Library for Shared Environments

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Abstract

The aim of this graduate project was to develop a prototype of a C# Managed DirectX Client Server Library for Shared Environments and to explore and learn networking in the C#.Net environments. A demo Teapot program has been implemented as a prototype which is implemented in C# and DirectX. This prototype contains five components namely a Server GUI, a Server library, a Client GUI, a Client Library and a Data Library called ObjectData. The networking aspect of this prototype is handled in C#.NET. The Client and Server Libraries are developed to make the prototype generic to many shared environments. The ObjectData Library can be extended according to the data to be distributed. This report presents the architecture of the project, presents the UML diagrams, describes the server client implementation and elaborates the design of the Game Network API. Lastly, some enhancements that can be made to the existing API are discussed

