Space Battle: a networked multi user game
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This report includes the knowledge gather while working on the “Space Battle: a networked multi user game” project. First, readers will learn the design architecture and the technologies, which are used in the project. Second, readers will learn about the methods and formulas behind the viewpoint transformations, which simulates the spacecraft movements. Finally, the problems encounter in the current version are discussed, and a several possible extensions are introduced.

Figure 2.7: Player1

Figure 2.8: Moving forward
Figure 4.1: Overall Architecture

Figure 4.2: Server
Figure 4.3: Client