CS4344 Assignment 1

Understanding Game Traffic

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# Experimental Setup

## The Game

Say something about the game you pick, describe how it is played.

## The Experiment

Describe in details how you collect the packets (on what platform, how many players, what did you do in the games, etc. etc.)

# Basic Characteristics of the Game Traffic

## Average Throughput

What are the average in-coming and out-going throughput (bytes / second)?

## Average Packet Load

What are the average in-coming and out-going packet load (number of packets / second)?

## Transport Protocol

What are the transport protocols used? (UDP, or TCP, or both?)

## Connections

How many connections do you see?

# Distribution of Payload Sizes

What are the distributions of the payload size for in-coming and out-going packets? (Plot a histogram) What is the average payload size?

# Traffic Patterns

Any patterns observed when the game activity changes?

Any periodic patterns observed in the traffic?

# Conclusion

Summarize the major lessons you observe in this game traffic patterns.