SCHOOL OF COMPUTING
CS4344 NETWORK AND MOBILE GAMES

CS4344: LAB EXERCISE 2

Note: After completion upload the ZIP/RAR file containing the complete project directory and *challenges.doc* to IVLE (lab2- network game 1).

1. Create 2 sprites (*sprite1, sprite2*) whose position (*x1,y1*) and (*x2,y2*) should be stored in a http server.
2. Create a MIDP application called (*s1controlMidlet*) that allows the user to move *sprite1* in 4 directions. The application should update the position (*x1, y1*) of the *sprite1* in the http server continuously in the game loop. The minimum time interval between two successive updates should be 30 ms.
3. List all the challenges/difficulties that you have encountered in communicating with the server & updating the position values in a word document (not more than 6 lines).

Additional works (not graded):

4. Modify the *s1controlMidlet* such that it can read the new position (*x2, y2*) of the *sprite2* from the http server and update the position of *sprite2* continuously in the same game loop.
5. Create another MIDP application called (*s2controlMidlet*) in the same project that allows the user to move *sprite2* in 4 directions. The application should update the movement of the *sprite2* in the http server and read the new position of *sprite1* from the http server to update the screen.
6. Do the above exercise (steps 1-5) using TCP or UDP socket connection.