Network Support

NetworkManager (20 points):

EventNetwork (5 points):

Sentry (capability - object optional) (5 points):

Saucer Shoot 2

Startup and connection of Host and Client (5 points):

Heroes synchronized (10 points):

Saucers synchronized (10 points):

Bullets synchronized (10 points):

Two-player gameplay (5 points):

Explosions, Stars, and Reticles supported (5 points):

Neglible observable lag on LAN (5 points):

Neglible non-synchronization of games on LAN (5 points):

Graceful shutdown on game over (5 points):

Other

Miscellaneous (5 points):
e.g., multiple sockets, TCP & UDP,
Windows & GameOver & GameStart,
UI for Host/Client connect ...

Experiments (5 points):

Late, other bugs, missing docs to run, etc. (could lose points):