# Internet-Echtzeitspiele für mobile Netzwerke (German Edition)

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**Internet-Echtzeitspiele für mobile Netzwerke (German Edition)** Tobias Schröter
Studienarbeit aus dem Jahr 2004 im Fachbereich Informatik - Internet, neue Technologien, Note: gut, Technische Universität Carolo-Wilhelmina zu Braunschweig (Institut für Betriebssysteme und Rechnerverbund), 29 Quellen im Literaturverzeichnis, Sprache: Deutsch, Abstract: This work takes a look at the problems of multiplayer games in special first person shooter in future mobile ad-hoc networks and presents some solutions. At first different network architectures are examined regarding their suitability for mobile ad-hoc networks. After this the reasons of network delays were analyzed, which are the most critical point when playing over a communication channel. Techniques of current internet real-time games are presented for fight this and further problems. For illustration some concrete realizations from popular first person shooter games are explained. In the end the upcoming problems in mobile ad-hoc networks are described and conventional methods to solve them are presented.

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