

Re: web multi player game

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-07/2340.html>

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If firewalls are your biggest worry, HTTP on port 80 is the most firewall friendly approach you can take.

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Scott

<http://www.OdeToCode.com>

On Sat, 10 Jul 2004 00:27:25 +0200, "Sharon Tal"

<talsharon@hotmail.com> wrote:

>Hi to all.

>I'm developing a web multi player game.

>The game will run on the server, and the clients will just show it.

>All the clients will have few events, by which they can change the game

>progress.

>I'm thinking of building the server in C#, and use IIS for communication.

>The client will be a flash application.

>So the clients will periodically send sync requests and events to the

>server.

>I'm wondering if there is a better way, considering fire wall limitations.

>Please let me know what you think.

>Articles URL or reference to another group are also welcomed.

>Thanks,

> Sharon.

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