

ECE 151
Assignment 7
Due Tuesday May 27

1. Continuing the design of your multiplayer interactive game, even when you start, some of your game players will use Windows, some will use Apple and some will use Linux. How will you make your game equally accessible to all of them?
2. Shortly after you get started, due to your massive success, you need to add many more game servers all over the globe. Some of the new servers, acquired by taking over your failing competitors in the gaming industry, use different hardware and some of them use different operating systems. How will you design your software so that your system will run successfully on many kinds of hardware and operating system?
3. What impact will that interoperability have on the performance of your system?
4. For how many generations of server hardware, and for how many generations of operating systems, will your software need to survive?