

Building a multi-component online game system based on Client-Server architecture.

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Abstract: The thesis presents the process of building a multiplayer online game using a Client-Server architecture to ensure data synchronization and security. The Server side is developed using ASP.NET Core Web API combined with SignalR for real-time data transmission, while the Client side is built on Unity. The system supports features such as login, item management, and interaction between players in a virtual environment, ensuring scalability as the number of users increases.

Keywords: Online Game, Client-Server, Unity, ASP.NET Core

References

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