

Building a multi-component Online Game system based on Client–Server architecture.

Ma Phuc Sang

Abstract: In the context of the increasingly developing online game market, building a multi-component online game system based on client-server architecture has become important. This topic aims to solve the problem of system performance and compatibility through the design and implementation of a specific solution. Through theoretical research on architectural models and applied experimentation, the project expects to provide a robust, flexible gaming platform that meets the diverse needs of players. This result not only enhances the user experience but also makes an important contribution to the field of online game technology.

Keywords: Online Games, Client-Server Architecture, Multi-Component, Experimental Research, Game System