

Design and development of a Cyber Game management system based on the Client–Server model

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Abstract: This topic focuses on designing and developing a Cyber Game management system based on the Client–Server model, aiming to meet the growing demands of the online game market. The objective of the research is to build an efficient management system to enhance the gaming experience for users while optimizing resource distribution. The research methodology includes both theoretical analysis and practical implementation to ensure the applicability of the solution. The expected outcomes of this topic not only provide an advanced management system but also make a significant contribution to the field of digital gaming.

Keywords: Cyber Game, Client-Server, System Management, Research and Development, Online Game