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Internet Wargaming with  
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Gregory L. Tarr

Biblioscholar, United States, 2012. Paperback. Condition: New. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.The development of a multi-player wargame, accessible on the Internet, is presented. This paper discusses how the client-server model of the World Wide Web ( can be used to implement the five functions of an interactive game. These five functions are registration, interaction, synchronization, adjudication, and graphic display. The techniques used to implement these functions include client-side scripting, server-side computation using the Common...

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- Authored by Gregory L Tarr
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