

REALISTIC NETWORK MODELING USING MINETEST



OBJECTIVE & GOAL

- I Establish a basis for a realistic and accurate networks for research and instructional purposes through the game Minetest.

REQUIREMENTS

- I A computer
 - www.minetest.net
- I The game “Minetest”
- I Our modification for the game

DESIGN

Computer



Computers are the basic blocks on the network. They will attempt to send messages between one another.

Switch



Multi-port network bridge that uses the media access control (MAC) addresses of computers to transfer data.

Cable



Hold the messages and other identifying information while they are in transit through the network.

FURTHER READING

- I Our wiki page can be found at <https://tinyurl.com/NetworkCraftWiki>
- I Minetest Modding Tutorials <https://tinyurl.com/MTModBook>

FUTURE WORK

- I Integrate 3D virtual reality technology
- I Allow for mass amount of connections with many switches
- I Implement checks for accurate MAC addresses

ACKNOWLEDGEMENTS

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In our final design, two computers are hooked up to the switch through two cables on each side. If we alter the MAC addresses by right-clicking on each computer, we will be able to see the messages within the corresponding computer if the addresses lined up correctly.

