Networking Document

The user interface would be bit different from the offline mode:

- Instead we will have a party leader who will host the game according to his/her own settings.
- Then that person could invite remaining 3 players by sending his/her host server IP address so that they can join the game.
- After all players have successfully joined the game, the game interface would be similar to single player mode but with few changes regarding:

1. How information in our game will be passed between several computers?
    - All the information will first be sent to the host computer and the host would then send the necessary game information to all the connected user who are playing the game.
    - Information might include the current state of board, scoreboard, timer etc. Things user need to play the game.
    - Basically, all game information would be stored in host computer.
2. How will control be passed between several computers?

    - The host would first allow all the users to make bid and send their bid back to host. So that the host could review it.
    - The host would then provide the user with the lowest bid something like a token as a sign of permission to make their move.
    - After every move made, the user would then communicate his/her move and provide all the information back to the host. So that the host could store the information of the game example (moves made, target achieved, robots' position etc.)
    - And then after user is done with his/her move, the token would then be passed to another lowest bidder, Indicating it's his/her turn.
    - The end of game would be controlled by host checking regularly how many target Chips are left to be achieved.
    - When all the target chips are achieved the host would provide game results to all connected users.