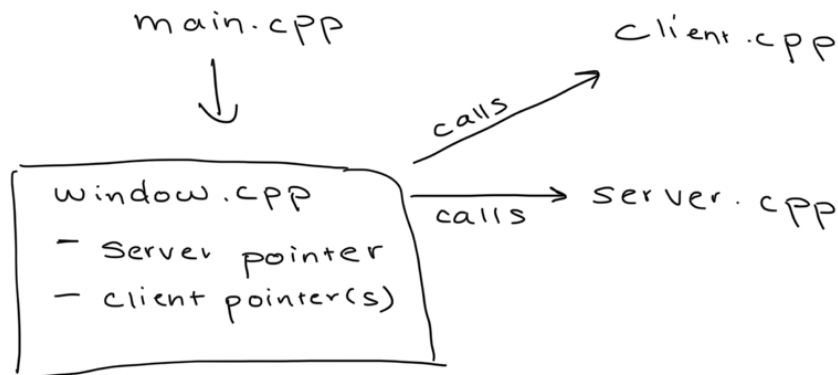


Client-Server Communication Plans:



↳ should allow user to identify themselves as the host

↳ if server, should pass host's IP address (gained by displayed message) to window prompt

↳ If client, enter host IP and initialize client instance

↳ keycallback

↳ if client, `send()`

↳ if server, manage state

↳ idcallback

↳ if server, `receive()` → `update()` → `send()`

↳ if client, `receive()` → `update`

* will need synchronization to make sure client doesn't send until receive queue is empty

Gameplay Logic

Player

- Location on map
- Player specific settings

Base

- health
- team

- buildTower()
- spawnUnit()

- updateHealth()

Team (State Management class)

- Player 1 - unitCount
- Player 2 - towerCount
- Base Health
- Resources

i.e. team.checkResources()

* will initialize 2 and will know about each other.

Tower

* extended by any tower

- health
- team
- checkTeam()

Unit

* extended by any unit

- health
- attack
- team
- checkTeam()

* path planning.

