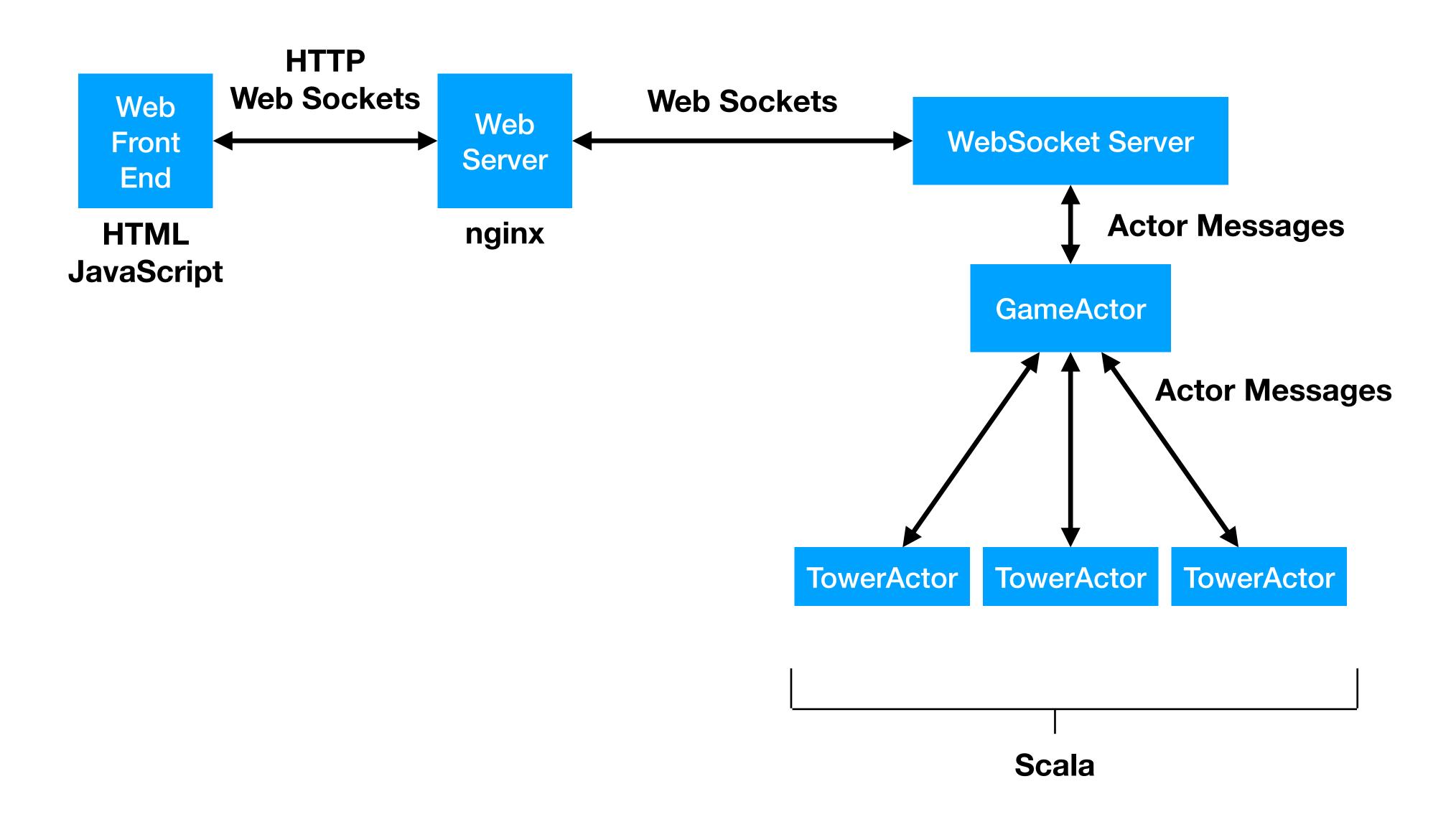
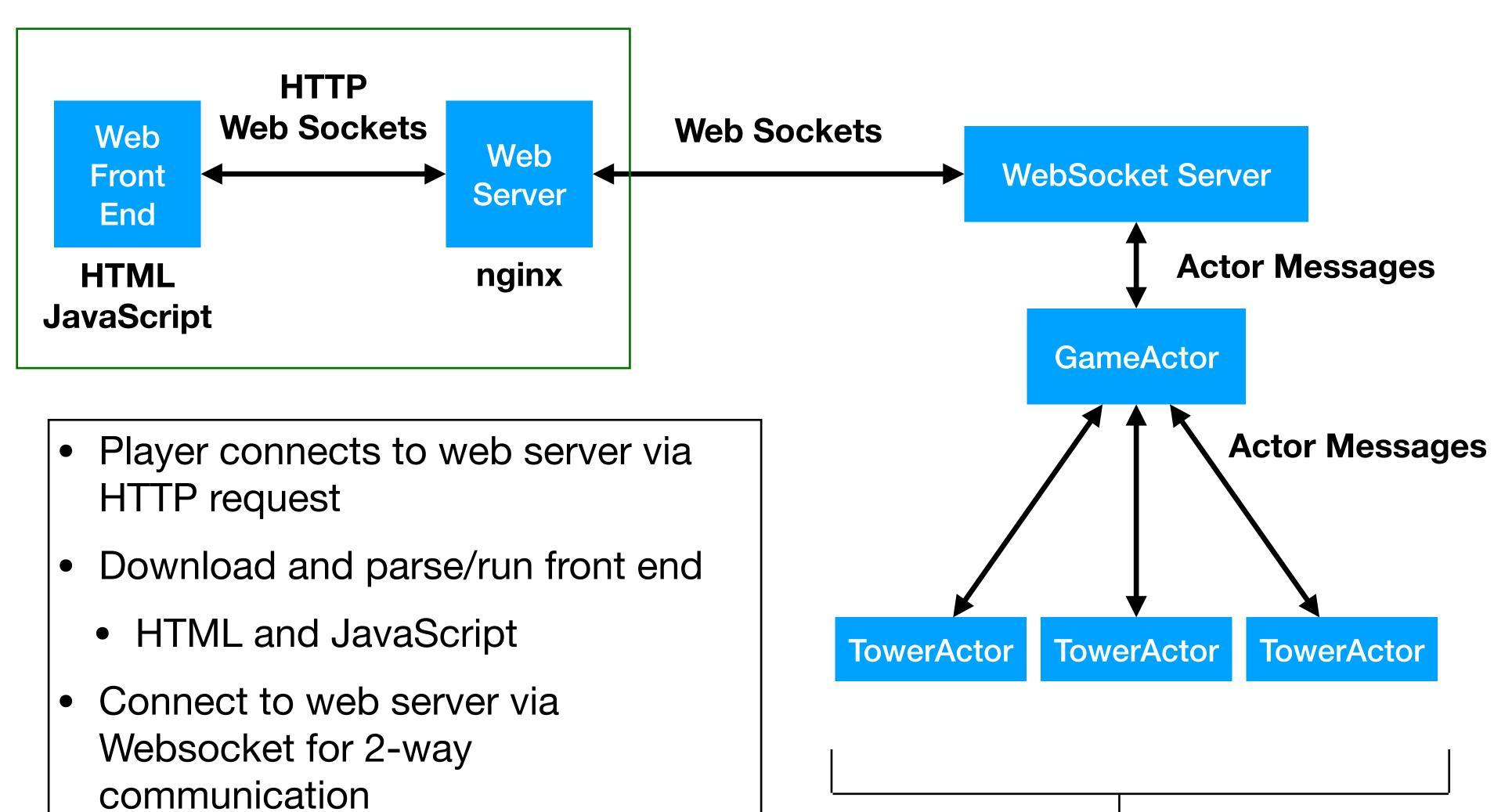
#### MMO

- Massive Multiplayer Online (MMO) App
  - Typically refers to games, but can include any online app where many users interact in real time
- Today we'll see our first example where users are interacting in realtime in the same app
  - Excluding the chat app which technically met this condition

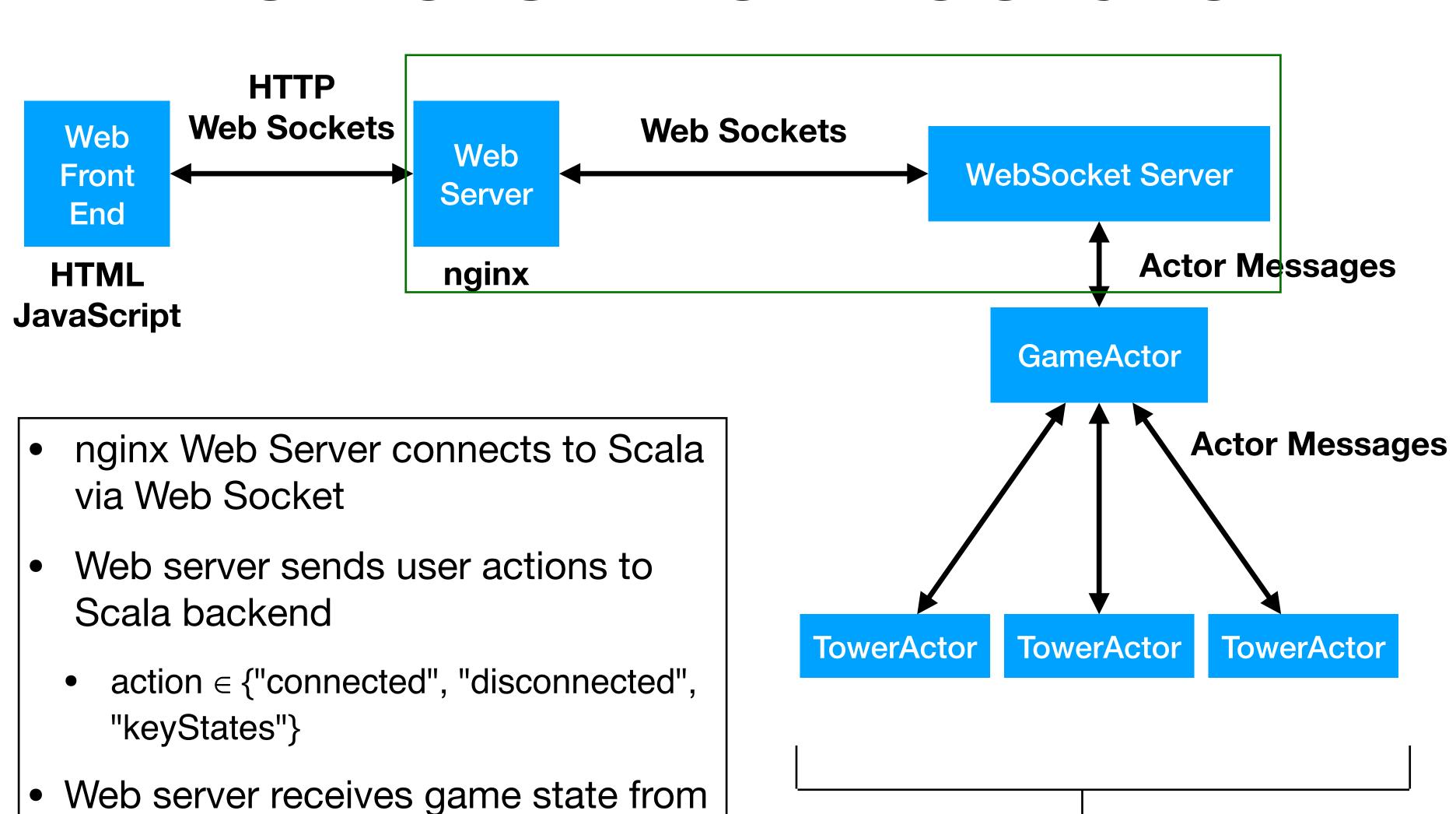




Scala

Send user key states

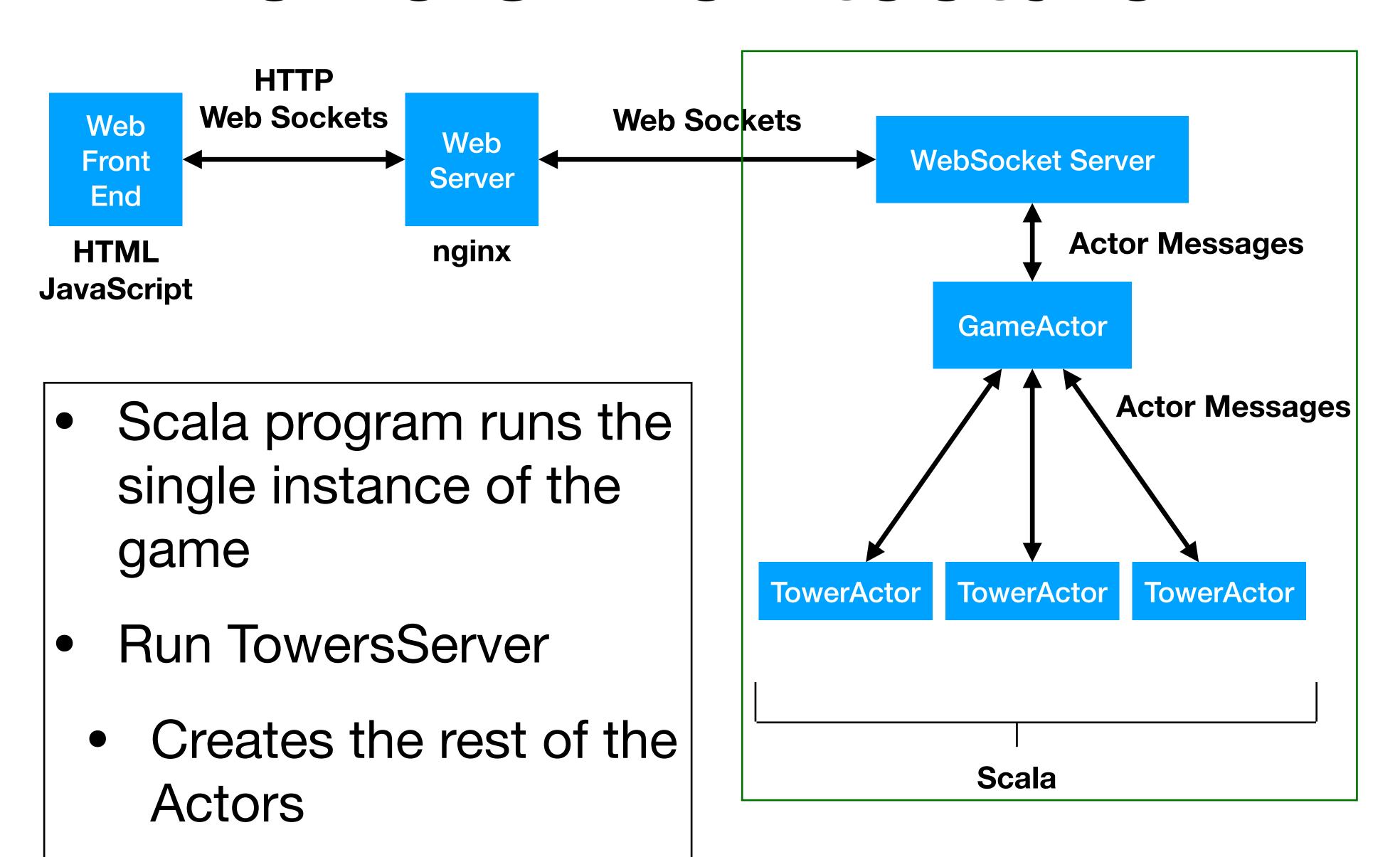
Receive and render game state

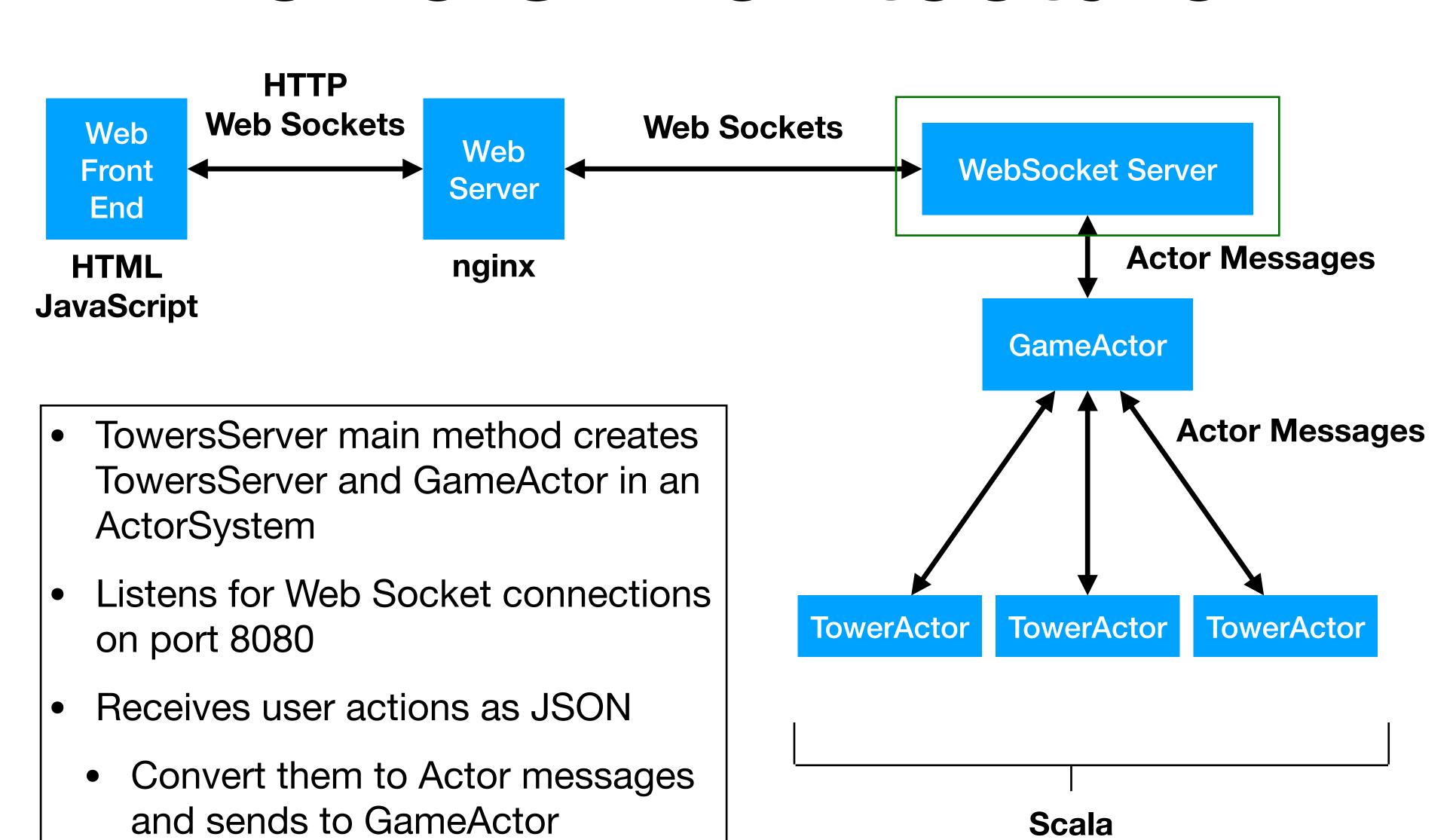


Scala

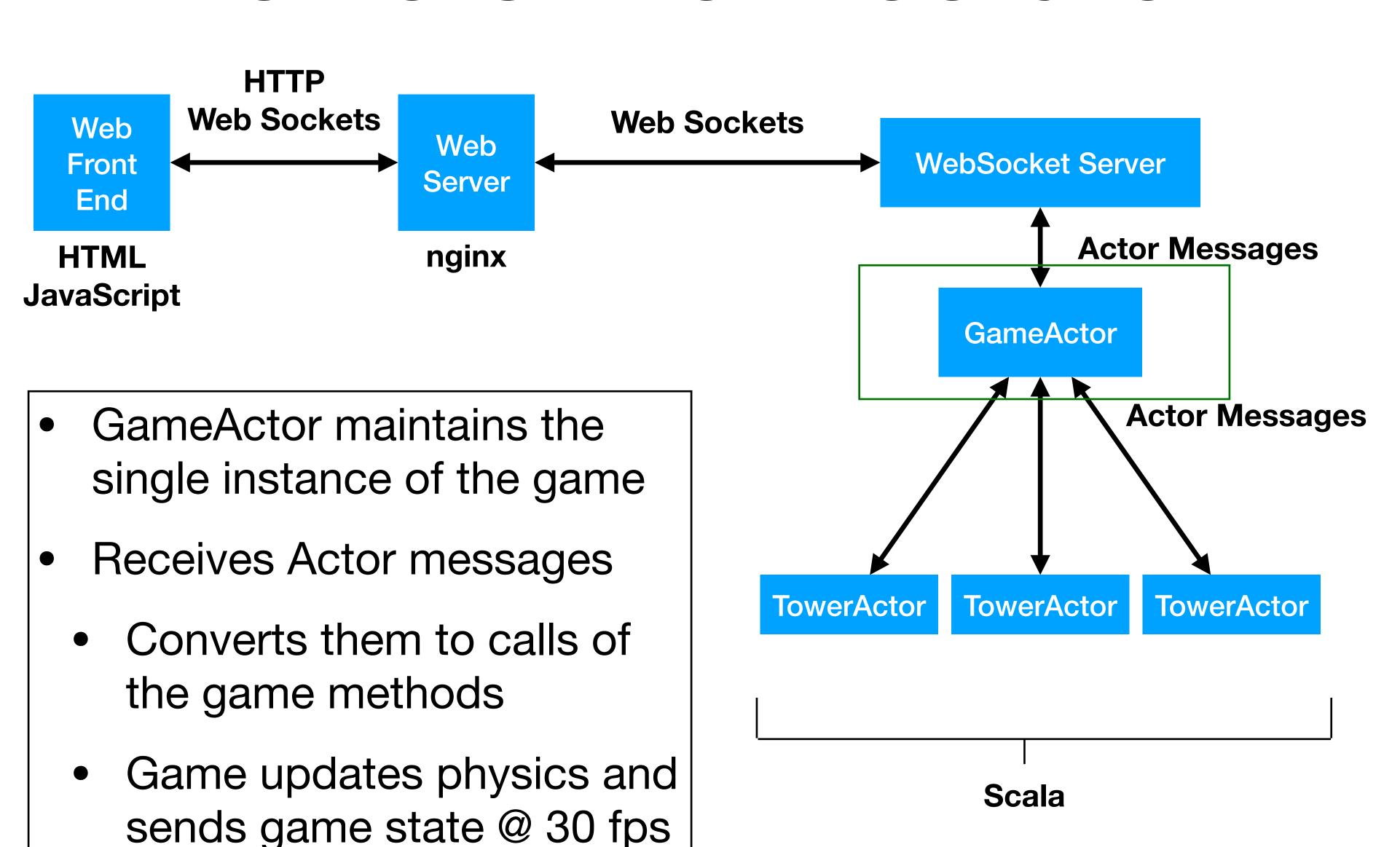
Broadcast game state to all players

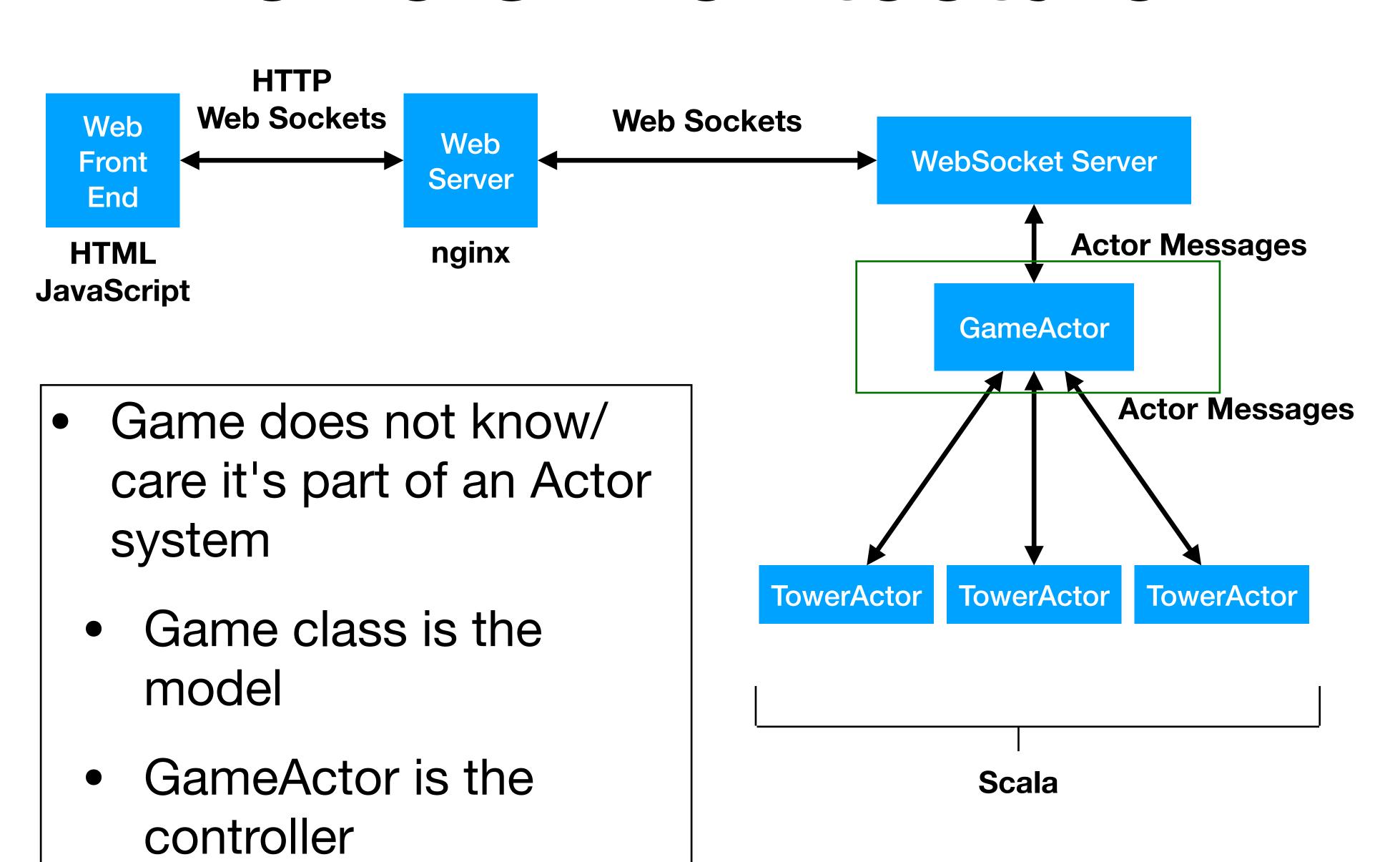
Scala

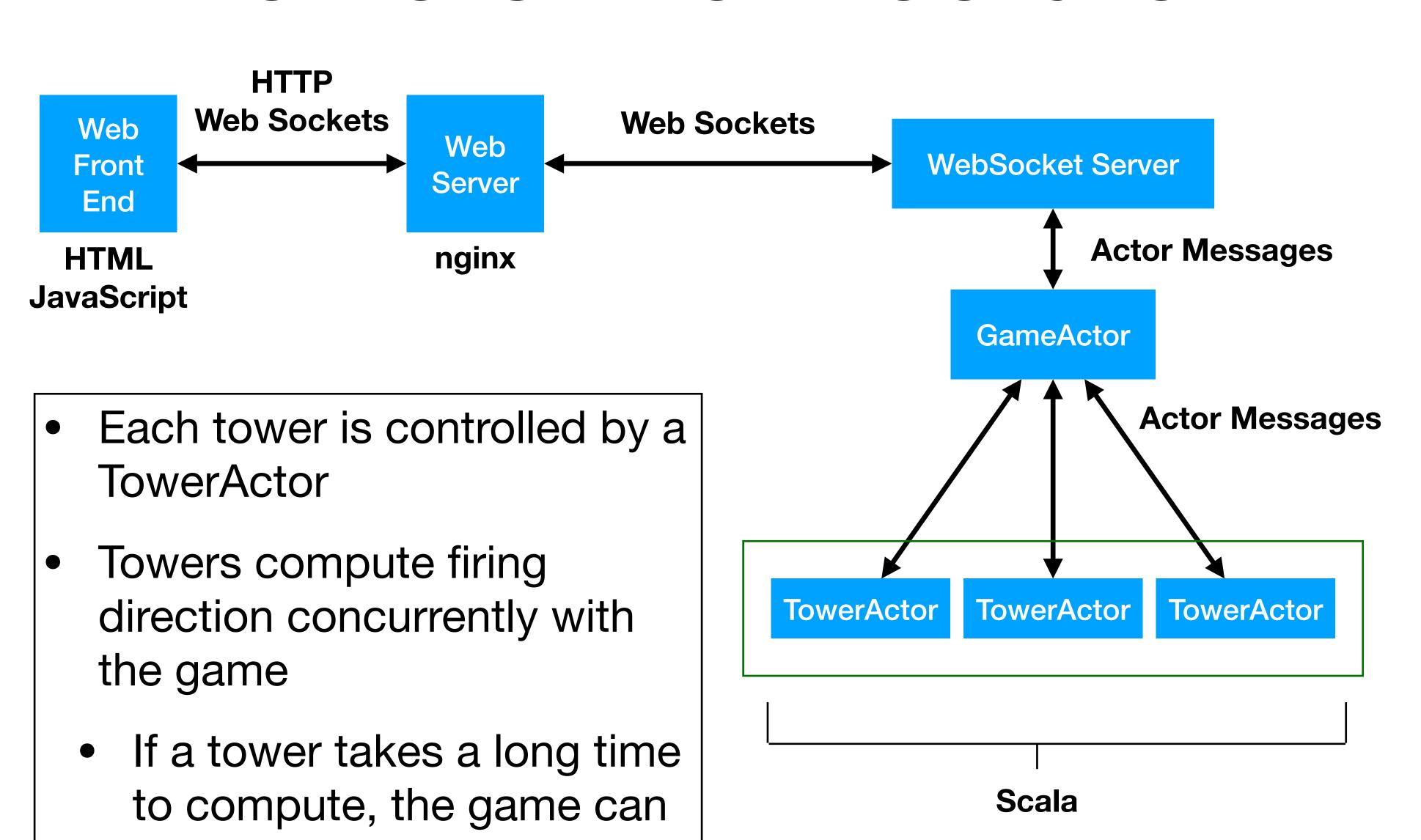




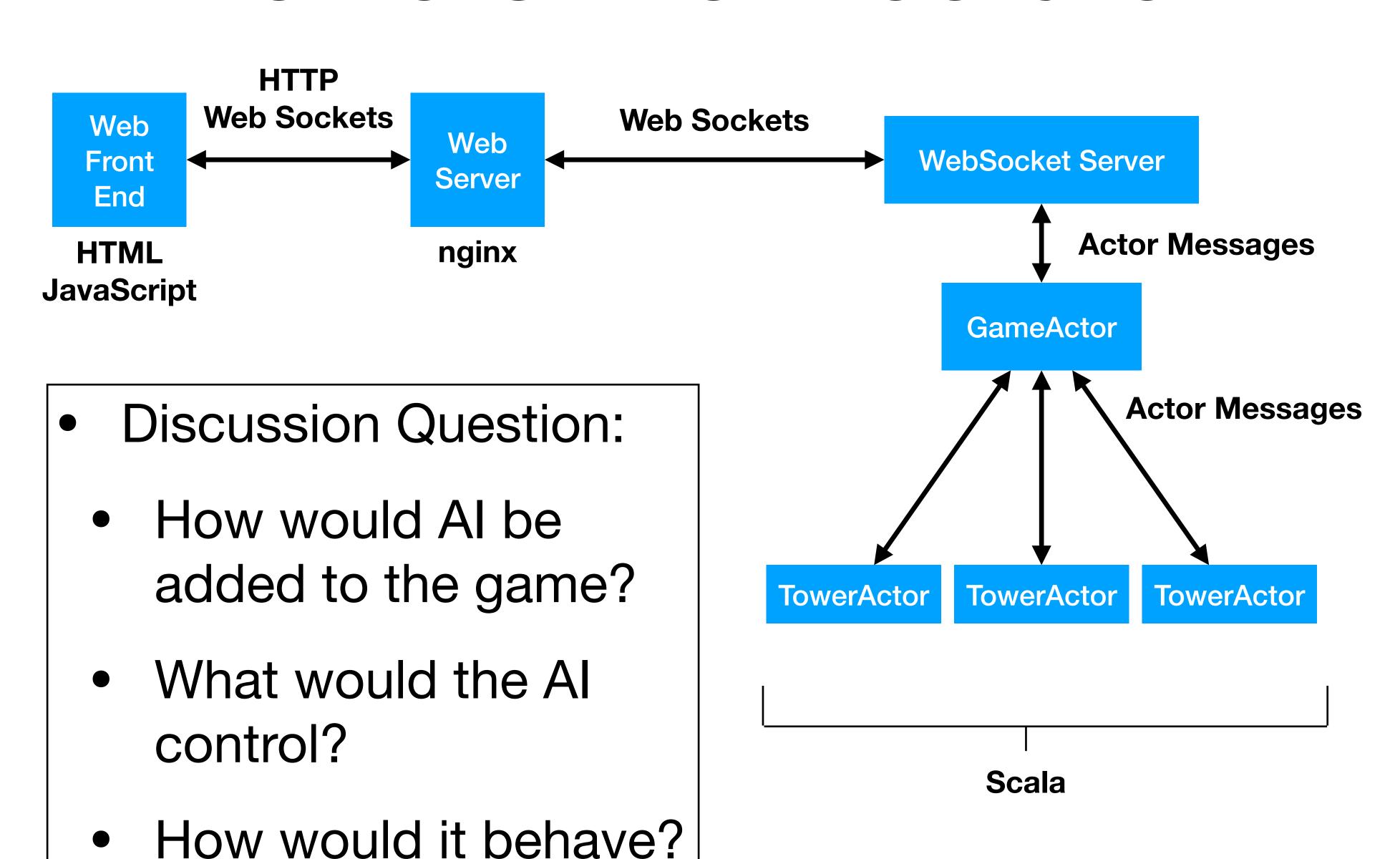
Sends game state over Web Socket

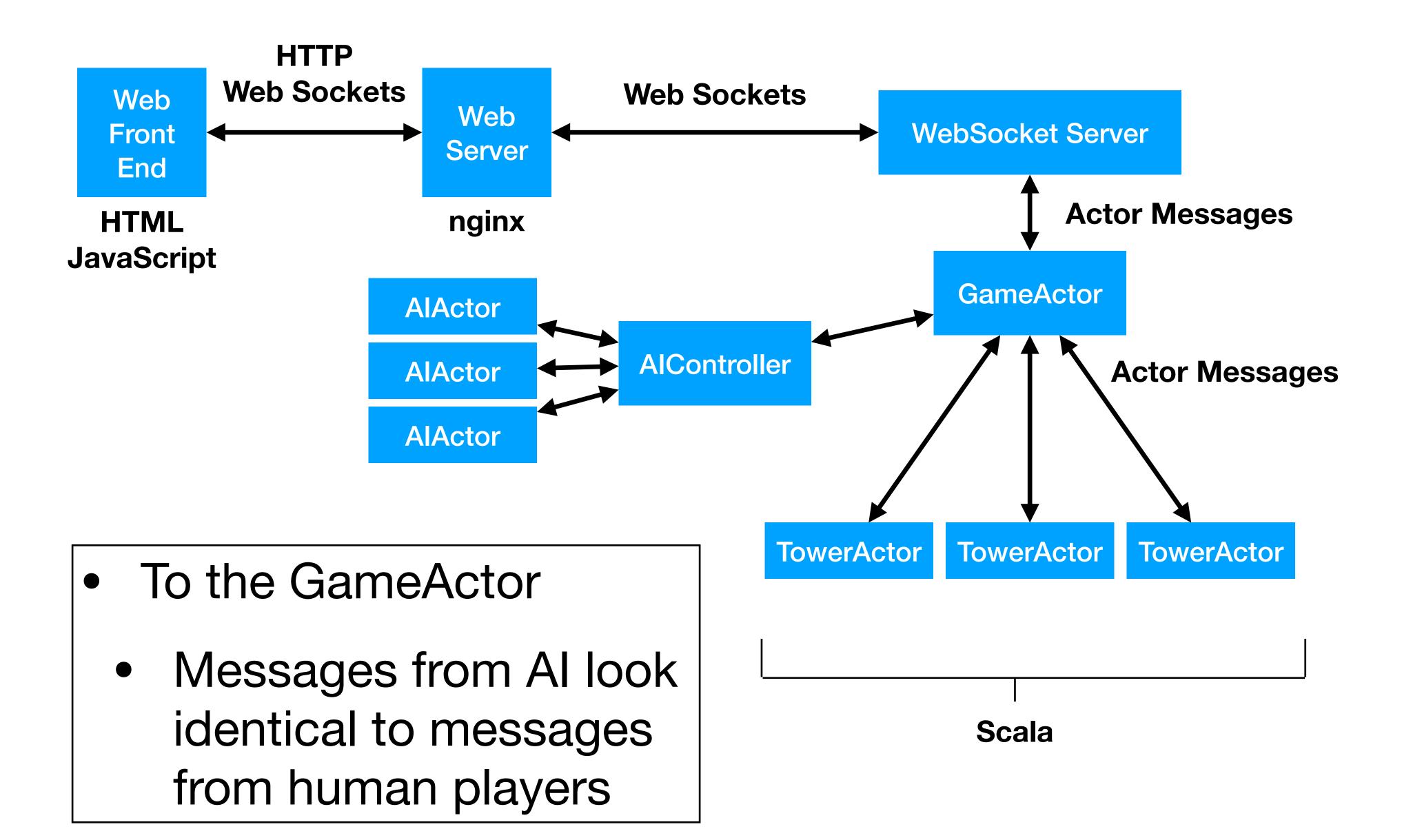






still run without lag





## Example App

- We'll see a [simple] app where users can see each others mouse movements
  - Not particularly fun, but shows the technology used to build a full game

# Example in IntelliJ