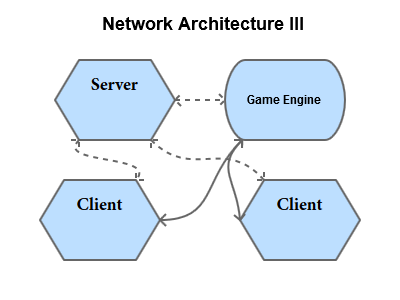
Requirements



# Game Engine

* Stores game resources
* Provides game logic
* Coordinates clients.
* Handles chat between players
* Uses HTTP or TCP sockets and JSON for communication

# Server

* Authenticates users
* Identifies Clients
* Provides game engine lookup
* Uses HTTP and JSON for communication

# Clients

* Input/output for Game Engine
* Displays resources from the server
* Uses HTTP or TCP sockets for JSON communication

# System

* Variety of games
* Multiplayer
* Chat / Social
* Variety of clients
* Variety of platforms

# Communication Process

1. Game engine registers IP address, port, game name and game parameters with server.
2. Client contacts server with client parameters and game name.
3. Server returns game information to client
4. Client establishes connection to game engine
5. Client and game engine communicate until game completion
6. Connection is terminated and client idles until repeating the process

# Games

## Risk

* Up to six players
* Turn-based
* Store Map
* Track units
* Track bonuses

## StarCraft

* Up to eight players
* Store map, exploration, and visibility
* Real-time
* Track units
* Track score

## SpaceTrader

* Multiplayer
* Store map graph
* Turn-based / Real-time
* Player trading
* Track player
* Track upgrades