How does the design account for possible networking of the game?

Our design wouldn't have too many problems if we were to consider networking of the game. Since we are using JSON, and the web API uses JSON, it should be quite easy to implement. Firebase, a mobile and web application development platform, would also be easier to implement with JSON.The game is not fast-paced, so latency should not be such a problem. If the game became populated and latency does become a problem, we could implement a few different servers and set players in these servers upon an account creation, depending on their geographical location.

There are a few things that could be implemented to make networking of the game slightly more ideal. One thing would be to create a reconnect button, so players could try and rejoin the server that they have just been booted from. A language option could also be put in place, so that people from all over the world could play the game in their preferred language. Just one or two additional language options could open the possibility of many other people to play.

A few things that could be added but not necessary, could be something like an Account login, where you could add friends or see a record of your previous games. This could then extend out to where you could see your previous games and the details behind them, which could help players improve or see where they went wrong. There could also be some sort of point or ranking system. This could allow you to play with better players as you get better, or at least people of your same skill level.