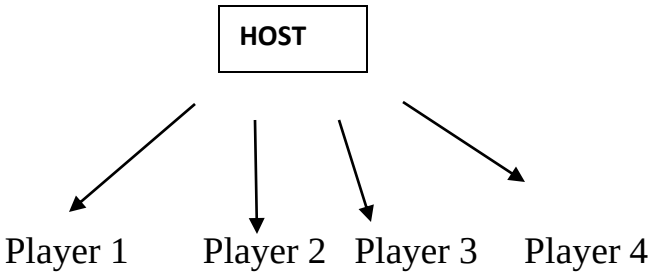
Networking

In the present scenario our game works on a single computer. It means that all the four players are required to be present physically at the same location to play the game. For the future networking following modifications have to be done:

- The game has to use powerful and flexible server-side and client side components such as socket.io and Node.js. The server will be a dedicated host that will run the game and will be responsible for the simulation, game rules and player input processing. A client is a player connected to the the game server.



the player and host will share a two way communication. The host will take the data from one player and transport it to the other player.

- Currently the state of the game is not being saved. It is dynamic. Until we hit save, the state of the game will not be saved. If the game has to work on different platforms, the game data will have to be sent over the client-server communication to each player. Each and every move, for each and every player has to be sent because all the four players need to know the locations of the pawns and barricade.
- The game is generating a turn order to check whose turn it is. If this has to work on several computers, the host should have all the instructions of to switch the play. For example, if player 1 has taken turn the host should restrict any movement for player 1 and transfer the control to player 2 and so on.