Local Multiplayer Analysis

Memory card game Author: Kevin Trinks 11-10-2017

# Document Development

If something gets changed in this document. Please add a row and fill in the information.

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| --- | --- | --- |
| Version | Description | Author |
| 0.1 | Initial start and creation of document | Kevin T. |
| 0.2 | Improving the document and fixing grammar | Hooft C. |
| 0.3 | Added: What needs to be improved? | Hooft C. |
| 1.?? | .. | ?? |

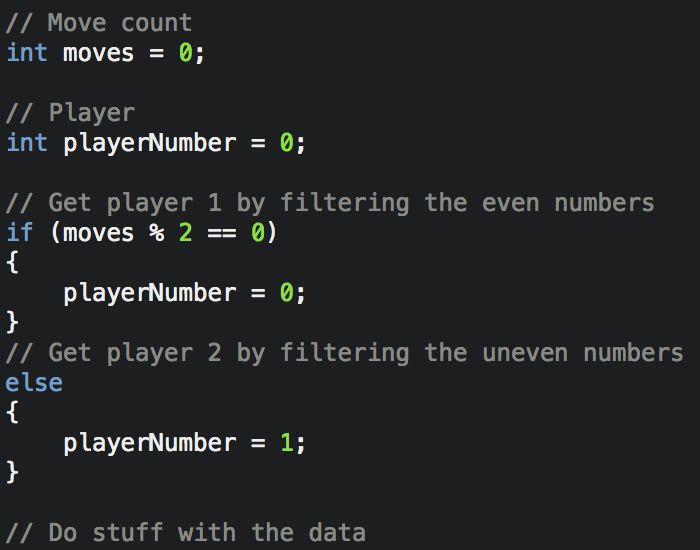
# Summary

This document is an analysis regarding local multiplayer. In the memory card game, you must have the option to play with another person on the same computer.

# Implementation

One of the best ways to implement local multiplayer into this game would be by counting the moves of the player. The game starts with the move count on 0 and after each iteration of a user his move the move count will increase by 1. Below is a graph to visualize the summarization.

Throughout the game you would continuously check if the current user is equals to player one or two and you save the corresponding data to the correct player. Look below for a quick example.



# What needs to be improved?

* Clear picture of what exactly needs to be done
* How it can be achieved
* Pieces of clear information about the needed code (written code or ideas how to)
* Clear example of how to implement this with score