Local Multiplayer Analysis

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

# Document Development

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# Summary

This document is a small analysis regarding the local multiplayer situation. In the memory card game, you must be able to play with another person, such as a friend or a co-worker. All of this would happen on the same computer. Meaning that the game is a turn-based strategy game.

# Turn-based

A turn-based strategy game is a strategy game (usually some type of wargame, especially a strategic-level wargame) where players take turns when playing. This is distinguished from real time strategy, in which all players play simultaneously. In our case this game will be classified as a turn-based strategy game as the users will be doing their moves after each other.

# 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.

