**Project Design Document – Joseph Henry**

**Prototype 1 –**

**(The multiplayer)**

The multiplayer will be based on a client server topology with up to two clients connecting to the server via socket connections. The clients will send any computer inputs to the server to update the position of the client’s player; this new player position is sent back to the other client to allow the position to update on both screens.

Network

Network



Client



Client

Server

**(The Display)**

Upon launching the client, users should be given a display box with two separate sprites entities (the player’s characters) inside, with each being displayed in its set spawn point eg [0, 0]. The current client’s player will be displayed as a red rectangle and the other client’s player will be displayed as a blue box. This makes it very easy for the player to tell which character they are and which character the other player is. If the characters are to overlap, the current client’s character should be displayed on top of the other character.

The map prior to any map design and implementation.

Player 2’s character

Player 1’s character

**(The Player)**