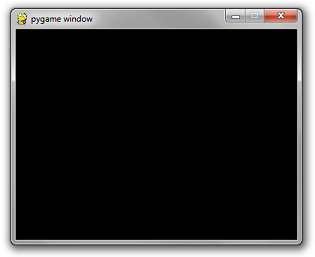
**Project Design Document – Joseph Henry**

**Prototype 1 – (The multiplayer)**

**Problem decomposition**

1. Create a client program that will act as the main game loop. This client should define and render a basic display for the game to be displayed within.
2. Create an algorithm that opens a server listening socket. This is an endpoint on a network that allows the sending and receiving of data. It will listen on the set port and when a connection arrives from the other clients it will create a child socket and establish the connection on the child socket.
3. Create a new function that will control how the client connects to the game server and how the client receives data back from the game server. This function should also be where ip address and port of the socket being connected to are stored and used to connect.
4.  Create a class for the player.



Client 1

Client 2

Switch

Network

Network

