

# GUI of the game description

- Parts of the GUI
- How the multiplayer works

# Parts of the GUI

- Graphical user interface in our game consists of main menu form, settings form and one or more gameplay forms
- Main menu has options to call settings form or start new game. When game finish, gameplay forms are destructed and main menu form appears

# How multiplayer works

- When game starts, main menu creates new game instance and generate gameplay forms, as much as playears are in the current game
- Gameplay forms have a pointer to the parent form i.e. main menu. It allows send pause or resume game query from each form
- Main menu has one current game instance which is source of the state for painting for each player
- Main menu calls updating state of the game each  $1/fps$  seconds, and calls updating of the each game form visual state. It means that main menu form synchronize all players forms

