

# Project Ethos : Spezifikationen

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## 1 What is Ethos?

Project Ethos is a fast-paced multiplayer game for up to 4 player. The player will battle each other for a final winner.

## 2 Main Target

The main target is to create a shortwhile and fun experience for the player. Its not to ment to be competitive.

## 3 User

A fun game for all Users.

Targetgroup: User of all ages.

Platform: Desktop-Pc, Mobile Devices.

## 4 Functional Conditions

### 4.1 Server

A Server is a Object that manages all connections between Server and Client.

- managing clients
- managing connections
- passes relevant data to GameServer

### 4.2 GameServer

Manages relevant data for the game.

- managing entitys
- managing Physics
- managing Input
- responsible for provoding all neccessary information for entitys
- updates entitys
- updates physics
- updates input
- validating incoming packages

### 4.3 Physics

Managing all physics relevant data and responsible for all physical calculations

- calculates all physics
- calculates collision and informs colliding entitys
- does not save any data about entitys

## 5 Ablauf

User starts game, everything is nice. Like Bob Ross did it.

## 5.1 Client

- User starts Client
- Client displays a connection screen
- Client connects to Server
- After successful connection Client show GameState