Demonstration of networking drag and drop

A screenshot of a computer screen

AI-generated content may be incorrect.

As you can see here, the rightmost square is being dragged by one user (cursor not shown when using snipping tool.

Notice that the leftmost square, which is not being touched by the user, stays where it is until the mouseRelease event is detected, sent, and processed by its client.

After the rightmost user releases their mouse, its own block “snaps” to a spot in the grid. Then, and only then, will its position be sent and processed by the left square, which will “snap” to its respective position

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Each user can drag and drop the block at this moment. In further implementations, we will have the server switch who can drag and drop, and potentially have a “send move” button on the client side, so that the client can adjust their initial positioning of the block before sending their final move.