**System Requirements**

The system shall:

* Allow players to use keyboard input to steer their Tron motorcycle.
* Leave a snake-like trail behind the players as they move
* Make players be able to crash into the trails they create
* Allow new players to connect to the server
* Allow current players to disconnect from the server

The system should:

* Have some sort of chat feature so the players can talk to each other while playing
* Tell all current players when someone has joined or disconnected
* Operate in rounds, once only one player is left the round ends and that player gains a point
* Keep a log of the number of rounds won so far (possible limit for the match) for each player

Server synchronisation:

Player has a position

Player moves and updates its positions

Player sends new position to server

Server receives new position and sets the client’s position to be equal to it

Server sends new position to other clients

Other clients update their enemy’s position based on received info