TRAP

# Burnlist

* Base client-server interface
* UI Design
* Client-server interaction detailed below
* Players will be able to fire and pick up weapons on the ground, as well as place a single ‘wall’ element which is deleted when it is re-placed.
* Work on prediction code and optimization

Update packets should use UDP rather than TCP (SOCK\_DGRAM > SOCK\_STREAM) for speed.

Clients will send the server an update packet when they begin moving, containing the player’s initial position, and the direction that they’re moving (represented as a rotation value in radians?). The server will assume that the client object is still moving until it receives a packet saying that the client has stopped moving or changed direction.

When a client places a wall, an update packet will be sent with the position of the wall. When picking up a weapon, the client will tell the server what weapon was picked up. The server will delete the weapon from the game world and add it to the client’s inventory.

The server will store incoming information in a buffer which will be cleared every update cycle. Every cycle, the server will send out it’s own update packets to the clients telling them the positions and properties of other game objects.

Clients will connect to the server and control a character.