

Approach to Account for Future Networking of Game

To account for future networking of the game, we could maybe use the help of a Local Area Network (LAN). This involves connecting all the computers on a LAN and running the game on one of the computers acting as a server.

To implement this approach, we would need to connect all the computers we want to use for the game to the same network. Then we would have to choose a computer to act as the server and run the game, and the other computers would be connected to it. The game would need to be installed on all the computers that will be playing, and make sure it is configured to work in a LAN environment. In this way, we could use the same interface for all the computers connected in the LAN. Then run the game on the server computer and set it up to allow LAN connections from the other computers.

Next, we would need to start the game on the other computers and connect to the server by entering the server's IP address. Once all the computers are connected, you can start playing the game together. This would also mean that all the game's information is passed along all the networks, as the player's turns are synchronized. One option to tackle this would be that the game's networking code would need to implement a turn-based system that ensures each player has a fair chance to play.

However, using LAN has some limitations, such as a limited range and the need for all the players to be physically close to each other.

Another approach would be to use online multiplayer option. This approach involves hosting the game on a remote server accessible via the internet, with players connecting to the server from their individual computers. Information in the game can be passed between several computers using a variety of methods, including sockets, HTTP. This again would not require us to change the interface as all the players will be viewing the same game setup, and all of the game's information would be passed along to all the computers.