

Networking document

In a multiplayer game, a player can share a single game system or use networking technology to play over a greater distance with other players. These players may compete with other human players, collaborate to achieve a goal, or supervise other players' activities.

In future we would like to work more on the load and save functionality for our game as in multiplayer game it is required to load the state of the game for all players. Each human player would have his own copy of the program running together at the same time. It shall also help in situations where a player gets disconnected and wishes to start from where he left.

We are looking forward to being able to save the game file so that it can be shared with the players. In situation like "Help Requests" (What can be done in this situation), players could get some help.

According to our current game design, all players would enter their information at one time in one screen. To accommodate for networking, we wish to implement a design that would allow distant players to join and enter their information. During the game, information related to steps in the game, for instance, whose turn it is, who has placed his/her king meeple, all domino tiles has been used up or not, declaration of the winner, should be passed between the players.

Currently, our game would allow only the host to start the game, select number of players and select the difficulty level for the game. Our plan is to modify the design in a way that any user who wishes to play could start and select his choices. This would also allow users to mutually set up the game before it begins.

We were thinking that it would be a good idea to implement a functionality where players over cross platform could be able to have an in-game text chat or voice chat. This would make the gaming more engrossing and interactive.