Secure Multiplayer Game Server
Week 3: SDL2 Client Kickoff

Objectives

- Set up a basic SDL2 client that opens a window and displays a player avatar

- Capture keyboard input (WASD) and send movement commands to the server

- Update the server to receive and log movement input from clients

- Define an initial network protocol (e.g., fixed-size or newline-delimited messages)

Checklist

Set up SDL2 project with basic rendering loop

Draw local player as a colored square or sprite

Capture and process keyboard input (WASD)

Send structured movement messages to server via socket

Update server to receive and print movement commands

Use `recv()` and `send()` with error checking

Confirm basic client-server communication in real time

Document SDL2 build instructions in README