



ISSUES

- some entities (Bomb) should not be hittable, but I want Entity to have a `getHit()` method that should be called from outside (e.g.: by a bomb that exploded nearby)

solution: delete entity when hit

- ask for suggestions
- OOP vs DOP (ECS) ?

Multiplayer Brainstorming

Position

- each player sends their position a nr. of times per second to the server
- the server will continue to move the player with the same velocity in order to predict the next position

Bombs

- the server will have a list of bombs and their respective position.
- each time a player presses the bomb button, a bomb will be added on the list, and every client will create a bomb on the screen.
- the bomb timer will happen server-side and when a timer is up, the server will send an explode event to every client for the explode animation
- the server will calculate if the bomb hit the player or not

Players

- the server has a list of players and their score

Game State

1. Waiting for the other player to join

2. Fight

- 3 seconds timer
- if one of the players is hit, it will update their scores and make a new round
- a player leaves -> return to main menu

