

## **Networking of Blokus**

There are a couple of additions/changes that would have to be made to make a networked version of our project!

### **1. Networking Class**

Our project would likely have to incorporate a class that handles network requests. Meaning that it handles user interactions received from a server, such as block placements. Our project must be able to connect with other users and make sure that each board is updated the same. The networking class would handle this. The networking class would send requests to a server hosting the game and receive and interpret requests from the server.

### **2. User Interface Changes**

Our project currently only supports 1 player at a time to be shown on the UI, showcasing only one set of pieces at a time. In our networked version of the game, we would update the UI so that all players would have their pieces displayed, along with players Usernames/Names. We would also have to update the start-up UI to have a login button and login functionalities, and single-player/local-multiplayer/online-multiplayer options. We would also have to create a lobby UI system so that players can invite their friends to join a game, and select a game mode that they prefer, allowing players in the lobby to choose bot difficulty, and to kick other players from a lobby if they don't want them in the lobby.