The project provide customers/players to play the game together while one of them host the game.

Of course the game is playable offline.

The game aim for people who are friends, it is available as 2 for now.

The connections uses a KCP Transport.

The max connection is 2 player.

Graphical user interface, text

Description automatically generated

This may not be the ultimate values.

Why KCP?

 100% C#.

 Works on all platforms except WebGL.

 Heavy test coverage (83.5%).

 Extremely fast.

 Extremely simple.

 Nearly allocation free\*.

"KCP is a fast and reliable protocol that can achieve the transmission effect of a reduction of the average latency by 30% to 40% and reduction of the maximum delay by a factor of three, at the cost of 10% to 20% more bandwidth wasted than TCP. It is implemented by using the pure algorithm, and is not responsible for the sending and receiving of the underlying protocol (such as UDP), requiring the users to define their own transmission mode for the underlying data packet, and provide it to KCP in the way of callback. Even the clock needs to be passed in from the outside, without any internal system calls."