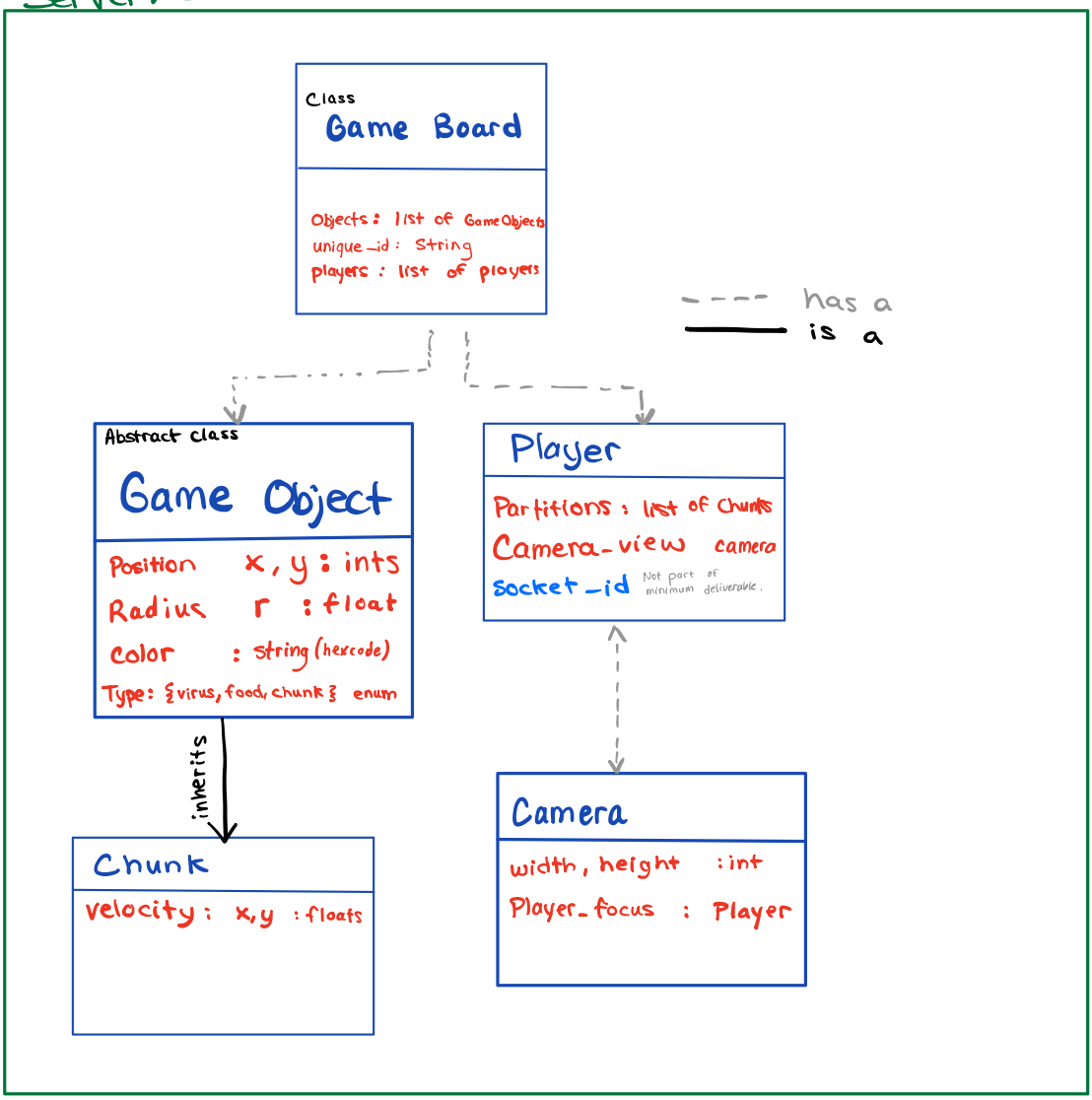
Class Diagram

Server/Client Sychronize on GameBoard instance

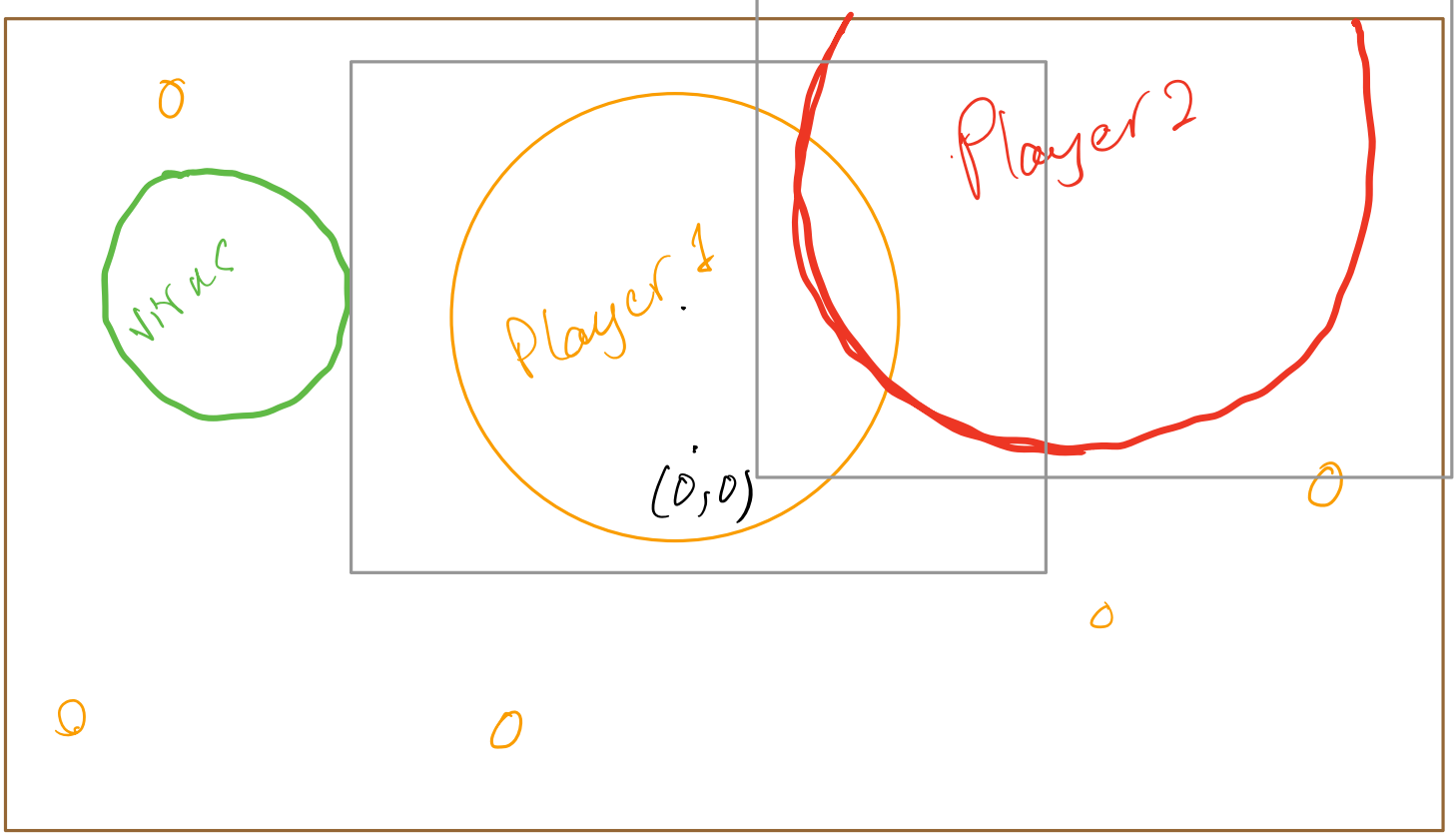


Game Board

id: cs21_2022

objects :

GameObjects		Virus	Food	Food	Food	Food	Food
Chunk v=2 (0, 4) radius = 14	Chunk v=4 (7, 12) radius = 16	(-108, 5) radius = 9	(-100, 100) radius = 2	(18, 90) radius = 2	(0, 64) radius = 2	(-3, 5) radius = 2	(18, -74) radius = 2

players :

Player	Player
Camera width, height: 4 * radius = 56	Camera width * height = 4 * radius = 64