Android Program - Player 2

Android Program - Player 1

- Player
- Current View
- Animation
- Sound
- Inputs

- Server Instance
- Level
- State
- Objects
- Events
- MotionSimulation
- Collisions

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The current view will display the same objects differently for each user, based on the overall structure of the level. Still, the calculations for objects and events will be done for both players in the same server application instance because the objects will have shared properties (it may be more efficient to cache resources as they appear)