

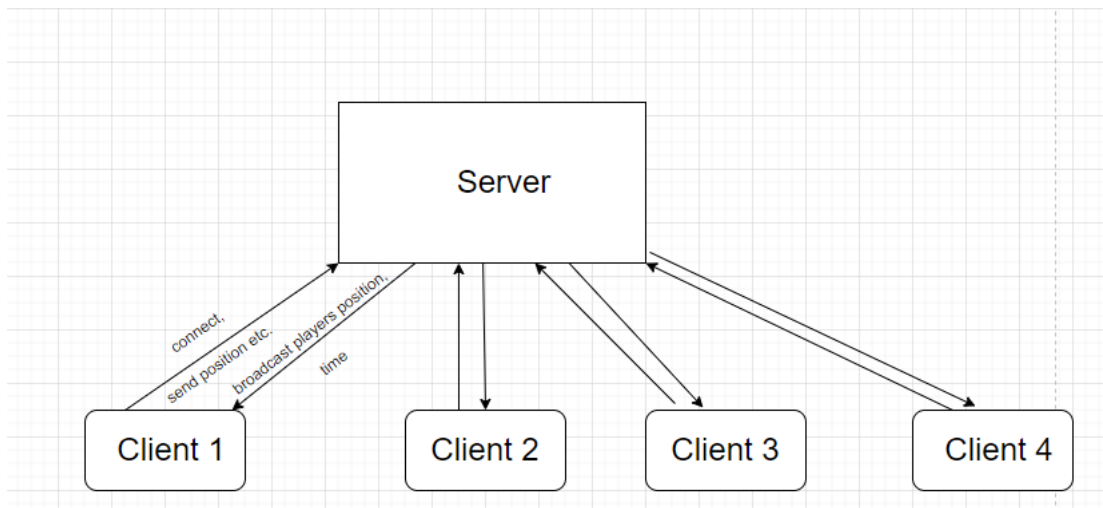
# Agario Project Plan

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## Project Architecture

- This project will simply use client-server architecture.
- There will be a server running in some computer and all the clients will communicate with the server.
- For simplicity, we will assume that clients are connected to the same LAN.
- Clients and server will communicate using sockets.
- Each client socket will be handled with a new thread.
- Clients will send its position every time it changes, server responds back with all the other players positions
- TCP sockets will be used for initial try, if it does not work well, UDP sockets will be added for handling position information exchange.



## Weekly Plans

- Starting from the first week of the new year, we will first implement basic game window using pygame.
- After we be sure that the game is playable with one player, we will start implementing networking.
- We will do pair programming so we won't split tasks.