1. Intro to game
   1. Not turn based, real-time because it is more challenging and fun
2. Intro to server and client architecture
   1. Explain the server setup: pull and run aliases
   2. Client is run on desktop computers
3. P1, P2 and P3 run the Main program in Clients
4. P1, P2 and P3 connect to the server
5. P1 & P2 match
6. P1 & P2 message each other
7. P1 & P2 switch to gameplay screen
8. P1 introduces the game
   1. Explain the sidebar
   2. Explain that when you pick a place to move, tail will move there
9. P1 demonstrates all move actions
   1. Top, left, right, down
   2. Collisions with asteroids and ships
   3. Show that OutOfBounds turn is not possible
10. P1 demonstrates all turn actions
    1. Show two kinds of pivots
    2. Collisions with asteroids and other ships
11. P1 moves ships towards P2
12. P1 starts firing P2
13. P2 sees the damage in his ships and fires back
14. P1 demonstrates effects of damage on speed
15. P1 and P2 have fun for the rest of the demo session
16. Any questions?