Technical Design Document

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# Introduction

# Features

## Game Loop

### Feature Description

This feature will add a game loop to the project that will be used to update the game world and entities that reside within it.

### Conditions of satisfaction

* Implement a game loop
* Add functions for rendering, updating, and handing inputs.

## Game Entities

### Feature Description

This feature will add a base class for the players visuals and two inherited classes for player types, authoritative host, and clients.

### Conditions of satisfaction

* Implement a base player class for visual using SFML
* Implement the client player.
* Implement the authoritative host player

## Game Entities Movement

### Feature Description

This feature will add movement to the base class player.

### Conditions of satisfaction

* Add basic movement to the base player class.

## Screen Wrap

### Feature Description

This feature will make entities on the screen wrap around the screen and appear on the other side.

### Conditions of satisfaction

* Implement screen wrapping for the base player

## Entity Collision

### Feature Description

This feature will handle all the collisions between entities in the game. This feature will be handled by the authoritative host.

### Conditions of satisfaction

* Implement basic circle collision.
* Implement on the authoritative player.