

1 Client

The Client has 2 variables:

userName The username associated with this client.

peers A list of the IP addresses of the clients this client currently has a peer to peer connection with.

The Client has 3 methods:

Connect Connects the client to a peer/server at the given IP.

SendMessage Sends a message to a connected peer/server.

ReceiveMessage Receives a message from a connected peer/server.

2 Server

The Server has 2 variables:

lobbyIPs List of lobbies, where a lobby is a list (of at most length 6) of IP addresses.

readyList List inside a list mapped one to one to lobbyIPs. This two dimensional list contains booleans indicating if a player is ready. The player associated with each boolean is the owner of the IP address the boolean is mapped to.

The Server has 4 methods:

Listen Listens to connection requests from clients and connects to the clients.

WaitRequest Waits for messages from connected clients.

HandleRequest Processes messages from connected clients and sends messages back if required.

Start Broadcasts the IP addresses in a lobby to the clients in the lobby as soon as the requirements to start the game are satisfied, and empties the lobby.