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Home

proepkes edited this page on Jul 17, 2018 · 12 revisions

Welcome to the SpeedDate wiki! This solution consists of the following projects:

Common

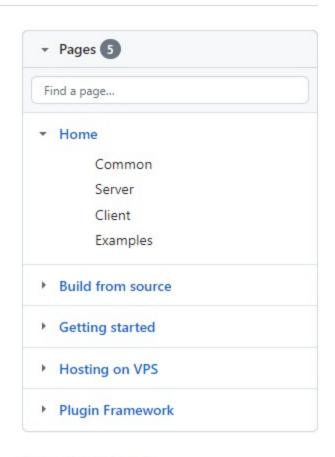- **SpeedDate** - Common functionality for Server and Client, like IoC-kernel and configuration-manager.

Server

- SpeedDate.**Server** - Handles peer-connections and dispatches messages to the server-plugins
- SpeedDate.Server.**ServerPlugins** - All serverplugins, e.g.: Auth, Profiles, Matchmaking, Lobbies...
- SpeedDate.Server.**Console** - The actual Server-Console-Application
- SpeedDate.**Database**.*CockroachDb* - A concrete implementation of 'IDbAccess' to access a CockroachDb-Database. Acts as a resource for the servers' Database-Plugin

Client

- SpeedDate.**Client** - Connects to the server and dispatches messages to the client-plugins
- SpeedDate.Client.**ClientPlugins** - Common types for client-plugins
- SpeedDate.Client.ClientPlugins.**Peer** - All client-plugins for a peer. Your game-client should make use of these
- SpeedDate.Client.ClientPlugins.**GameServer** - All plugins for the game-server, e.g. to register itself to the master
- SpeedDate.Client.ClientPlugins.**Spawner** - All plugins for the spawner
- SpeedDate.Client.Spawner.**Console** - The actual Spawner-Console-Application

Examples

- SpeedDate.Client.Console.**Example** - Example game-client
- **ConsoleGameServer.Example** - Example game-server

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- ▶ Getting started

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https://github.com/proepkes/SpeedDat