Project Objectives

To have at least one working game within the app requires the development of the layouts and base pages.

Create the web server that can run the communication between the clients

* Will need to use web sockets
* Server is likely to be a program rather than a type
* Eg maybe php is not the best language, best languages might include java, c++ or c#

Create the match making system to connect players from around the world this will be required to be developed along side the application as such changes can be made.

Create the friend’s system so players can add each other to play together or against each other

* Use UUIDs for player names