

(Project 5 specific)

Server

 Handles server specifics (transfering of data)

Client

 Handles client specifics (individual game data)

Data

- Serializable data to send

Title	Enemy		GameObject	
- Intro screen - Calls level	- GameObject - Enemy entity		- Collision - Width, height, x, y	
Level	Collectable		Rope	
- All lower objects to create full level	- GameObject - "Collection" attribute (remove object)		- GameObject - Climbable	
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Player				
- GameObject - Sprite changes				

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