Introduction:

Can't Stop is a popular board game that involves rolling dice and making strategic decisions to advance on a board. In order to facilitate multiplayer functionality, the current design of the game would need to be adjusted to allow for information passing and control between several computers. This would require consideration of various factors such as how information will be passed between multiple computers, how control will be passed between multiple computers, and how to store the game state when playing the game between the computers.

Networking for Can’t Stop:

To enable multiplayer functionality, the game state, player turns, and dice rolls would need to be passed between several computers. The current implementation works on a turn by turn basis however when it comes to several computers that wouldn’t work as the information wouldn’t be shared.A solution would be the implementation of a client-server architecture, where the server would manage the game state and distribute updates to all connected clients. The clients would receive these updates and use them to update their own local copy of the game state.To facilitate this, a client-server architecture is needed. The server will store the current game state, and each client will send their moves to the server. The server will then update the game state and inform each client of the new state of the game board. This ensures that all players are in sync and playing the game correctly. Our user interface of the game would need to be adjusted to allow for multiple players. One option would be to have each player use the

same interface, with each player taking turns interacting with the game on their own computer. The game state would need to be stored in a central location to allow for easy distribution to all players. Only information that is relevant to each player would need to be passed between computers. This would include dice rolls, player moves, and game state updates. It would not be necessary to pass all information between all players, as this would result in unnecessary network traffic. The current turn-based system of the game would need to be adjusted to work with multiple players. The server would need to manage turns and ensure that only one player can take their turn at a time. This could be achieved by sending a message to each client when it is their turn to roll the dice and make their move. The process for starting and ending the game would need to be adjusted to work with multiple players. The server would need to manage the game setup process and ensure that all players are connected before starting the game. Once the game is complete, the server would need to handle the process for ending the game and determining the winner. Overall, the design of the Can't Stop game would need to be adjusted to allow for multiplayer functionality. This would require the implementation of a client-server architecture, adjustments to the user interface, and modifications to the turn-based system of the game. With these changes, it would be possible to create an online version of the Can't Stop game that can be played by multiple players across a network .