

# Networking

In the future:

- The game will be modified to support online multiplayer gameplay (up to 4 human players).
- Allow up to 4 players to play in a single computer.

To make these new additions possible, there are few things that needs to be adjusted:

- **Game Setup:** A new multiplayer feature needs to be added to the Main Menu UI. The requirements of the feature would be to have a working internet connection, minimum of 2 players and maximum of 4.
- **Storing the Game State:** Assuming that a player lost connection in the middle of a game, each user's computer should have all the information for the state such as player's token position, player's turn, player's die roll etc. This will allow the player to continue the game, if they lose connection for a moment or so. Information of lost connection will be notified to every player on their computer.
- **Controlling Turn Order:** During a player's turn, only their controls of the game are enabled. In that moment, all the other players' controls of the game are disabled (assuming all the other conditions are met).