

How the design accounts for and will need to be adjusted for possible future networking of the game.

The game will allow a up to four people join and battle against each other. The players can either create a lobby or join a random game for which we will need to make a whole new window which will be accessible with a button called "Multiplayer". This implementation would be best used by a TCP (Transmission Control Protocol) would be the best choice here, as this a turn-based game consisting of only four people. During the game a player's messages will be sent through central network server and the game will be store on the central server other than a file storage.

To complete this function we will need to then add "Play an online game now" (which will put the player in a random lobby and wait until is filled up, and also "Join/Create a lobby" where a player can either join existing lobbies or create one for their friend to join in. During the game everything will be saved and synced with central server, which can also minimize cheating. There will also be a chat option for which we will need to add a "textPanel" where people can chat with each other.