

## **Project Description**

Buckyball Jenga is pseudo-physics, network-based, multi-player game which feels very much like the Jenga block tower game. However, instead of a blocks and tower, the game has atoms which are connected by rods and arranged into a buckyball. The application begins with a menu, asking the user whether they want to play the game locally, or in one of five online rooms. Choosing to join an online room, the user is connected to a server which was programmed specifically to handle this game. The two players, whether beside each other, or across the globe, can then engage in real-time game-play. The game-play itself is simple. The users click on the atoms in the buckyball, causing that atom to disappear, and neighboring atoms to slide around to alter their bond. The end of the game is decided whenever two atoms attempt to re-bond with each other, but instead collide with another atom.