REQUIREMENTS:

Functional Requirements:
- The system should be able to accept multiple connections hosted on one server.
- The system should broadcast the standardized correct position of players to all other players.
- The system should be able to save the number of points players have.
- The system should manage, movement of all objects and should be able to accurately detect collisions between objects.
- The system should have all game altering mechanics come from the backend to avoid potential cheating as frontend is more accessible for the user's.

Non-Functional Requirements:
- The system should be intuitive and easy to use and understand.
- The system should be able to withstand unexpected inputs from users.
- The system should have smooth gameplay that is undisturbed from bad internet connection.
- The system should have minimal performance issues and remain lightweight on the client side.
- The system should ensure that the client is as functionally irrelevant as possible to ensure safety against cheating.