# Networking Document

In order to get Kingdomino set up for a multiplayer function, a lot of changes would be required in the code. First of all, multiplayer games require a client server which would be needed in order to send and receive status on players' dominoes and gameboards, etc. The game would then have to be connected to the client server in order for it to be able to broadcast and enable contact between players' computers. Second of all, the game would require a multiplayer mode and gameboard to be made that allows the gameboard and dominoes to be updated from the server every few milliseconds. In addition to updating the gameboard for gameplay, the setup for a multiplayer game would also have to be tweaked in order for one of the players to open a game room in which other players could join by using a unique code on their own respective computers. When it comes to controlling turns, the computer that is the host i.e. the player that started the game room, will be in charge of facilitating the turns for each player in collaboration with the client server in order to broadcast turns to all other players.