My Vassal

* Every element has an owner, either a specific player or the activePlayer (prevents collisions).
* All the mouse events from 1 second or 0.25 second gets bundled into a packet and sent. The packet is an array of say 50 fractions of that time period. Upon receiving a packet, all the fractions are dumped into a buffer. The buffer plays back from the buffer, playing up to 3x speed to catch up or down to 1/3rd speed to smooth out incoming information.
* Event types: mouseMove, mouseLeftDown, mouseRightDown, mouseLeftUp, mouseRightUp.
* Events all have mouse coordinates in absolute board position (not the pan and zoom position)
* Someone is the activePlayer. Buttons to pass control to each of the other players.
* Your screen has a white border if you are the activePlayer, black border if not.
* Random numbers are synced.
* Element types: buttons, decks, cards, dice, tokens, grids.
  + Element->button
  + Element->deck
  + Element->grid
  + Element->token
  + Element->token->card
  + Element->token->die
* To figure out grid locations: load game with coordinates displayed, move mouse to see coordinates of that location.
* Grids: each grid has a name. Elements can snap to 1 or more grids. Grid is just an array of x,y points. Snap option: snap to centers, or left corners.
* You can see everyone’s mouse all the time.
* Left click and left drag to pick up, right click to drop/roll.
* Ctrl + left click to flip card.
* Shift + left click to pan.
* Scroll to zoom.
* Elements being held are wobbly and have shadow cast.
* Die rolling animation
* Game elements push on each other till they are not on top of each other.
* Draw objects currently held above other objects