Lobby\_Client: 🡪 I\_AM\_READY 🡪 Open Game\_client

Lobby\_Client: Joined🡪Open Game\_client:

Client:

\_\_INIT\_\_:

Self.isReady = False

Intit…

Test

Wait for TCP: KEYS\_PRESSED

Client:

Key\_event()

Up

SEQ KEYS\_PRESSED List[UP]

Down

If not isReady

Space:

If not isReady:

TCP: Send I\_AM\_READY

Self.isReady = True

Else:

UDP\_...

Self.isReady = True

(Features)

SEQ\_ Number generator: 0-…

For Schleife:

Timer 10ms or Len(list) == x

SEQ KEYS\_PRESSED LIST[Up,Down,Up,Up]

UDP\_Port, IP bekannt

Data, addr = socket.recvfrom(…)

Exception timeout: (10ms 15ms 5ms…)

Split, match, …

Handle Commands

Is Player\_update [Player(du oder gegner)

Is Ball\_update (Ball No 1)…

TCP\_Socket bekommst vom LobbyClient

Logic: