# Prototype Q&A

* Using Python client-side? ❌
  + During the prototyping phase we decided to switch to Groovy
    - Groovy is both a static and dynamic language
    - Can be integrated in Java applications
* REST API? ✔
  + Prototype revealed no cons of using REST API
* How to send objects? �
  + In progress
    - Going to test different serialization methods, starting with JSON
* Client-server version control? ✔
  + Was not implemented, but it is easy to send client version info during log in phase
* How to debug model? �
  + Still in discussion
    - First of all we will implement logging capabilities
* How to debug player solution? �
  + Same as model debugging
* Security: How to prevent player from executing malicious programs or prevent damage? �
  + Going to check if containers can help us solve this issue