

Network Diagram For Unnamed Escape Room Game Project

The purpose of this diagram is to describe the relationship between multiple machines in a multiplayer match of our game.

As shown, communication is only present between clients and the host. No communication is present between multiple clients.

Clients will confirm synced game data from the host for gameobjects they don't have authority over. For client-authoritative objects, those objects will be tracked by the client and synced to the host. Other clients will display that data based on what the host has saved.

