Level

Network
Spawn points for players
Items spawned on server
Level and assets

Client
Items spawned on client
Generated level from server

Character

Network
Player Position
Projectile and created Object positions
Player data

Client
Movements/Inputs
Camera
Animations
Mesh state
HUD

Client - Network Interaction

- The network stores an instance of the game
- The network generates player controllers and assigns one to each client
- It sends the player data to each client depending on their permissions

- The client interprets the permissions from the controller and uses it to generate the view
- Each client then generates their version of the game state and displays that version to the player
- The client sends updated player data to the network each cycle