Game Controller Game UI Input Game Logic send Server inputs Controller **Button Events** Sensors Puzzle Logic Map Logic Websocket invoke logic receive according D-Pad remote Sokoban Adaption to # of Players Trap Map Doors to inputs change inputs Button Websocket Controller button network labels ontroller Labels player info **Enemy Movement** Player Movement Player Info connections Client send send Player Colors | Available Interactions change player info player info state feedback instructions Game State open Vibration Control apply menus / inputs activate Player Characters Мар HUD / ... Inputs serves display load map from controller notify different sources... state about local web page inputs Tilemap Loader UI (debugging) **HTTP Web Server** HUD Menus ...from procedural generation Procedural Generation ...from files Map Files