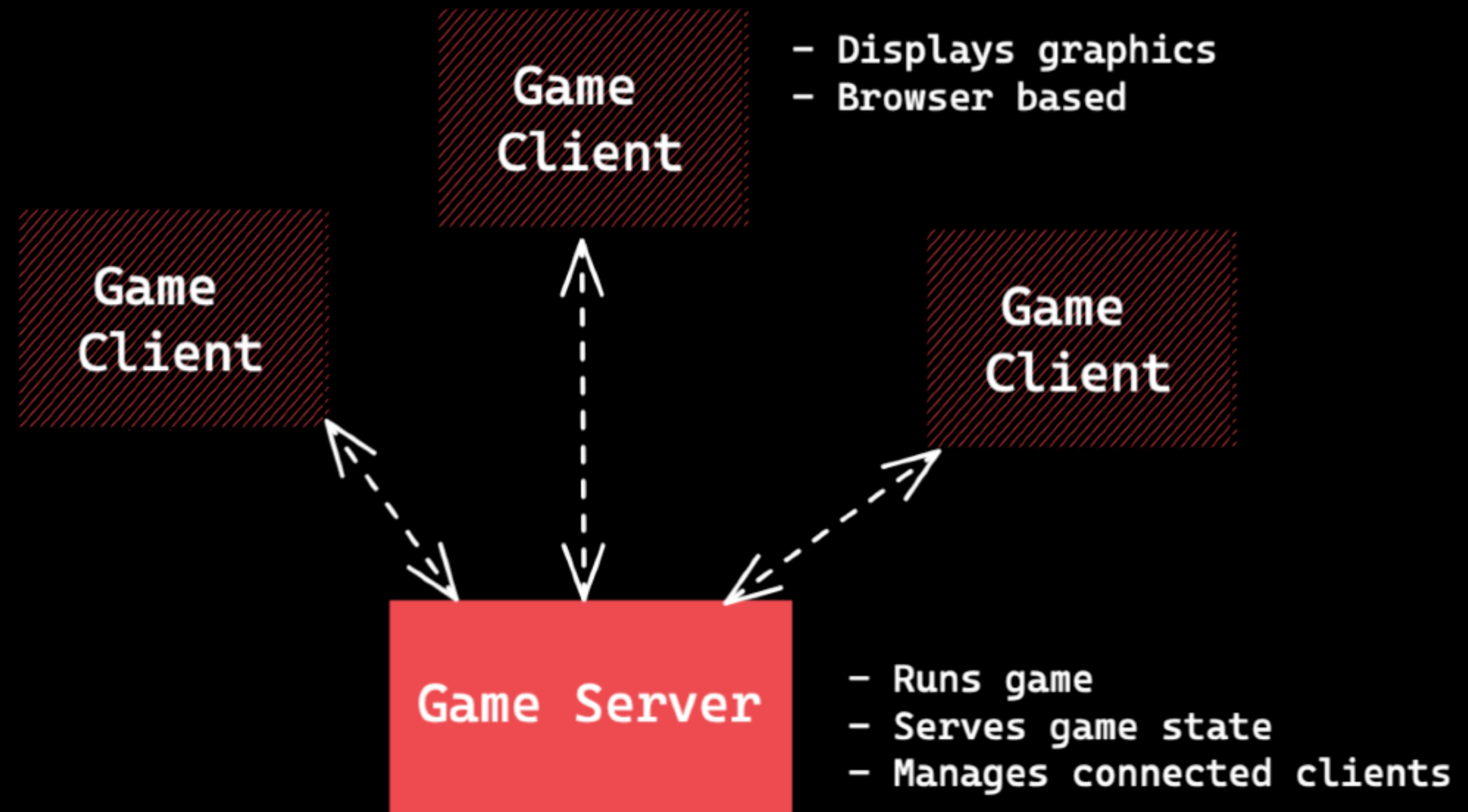


Video Game

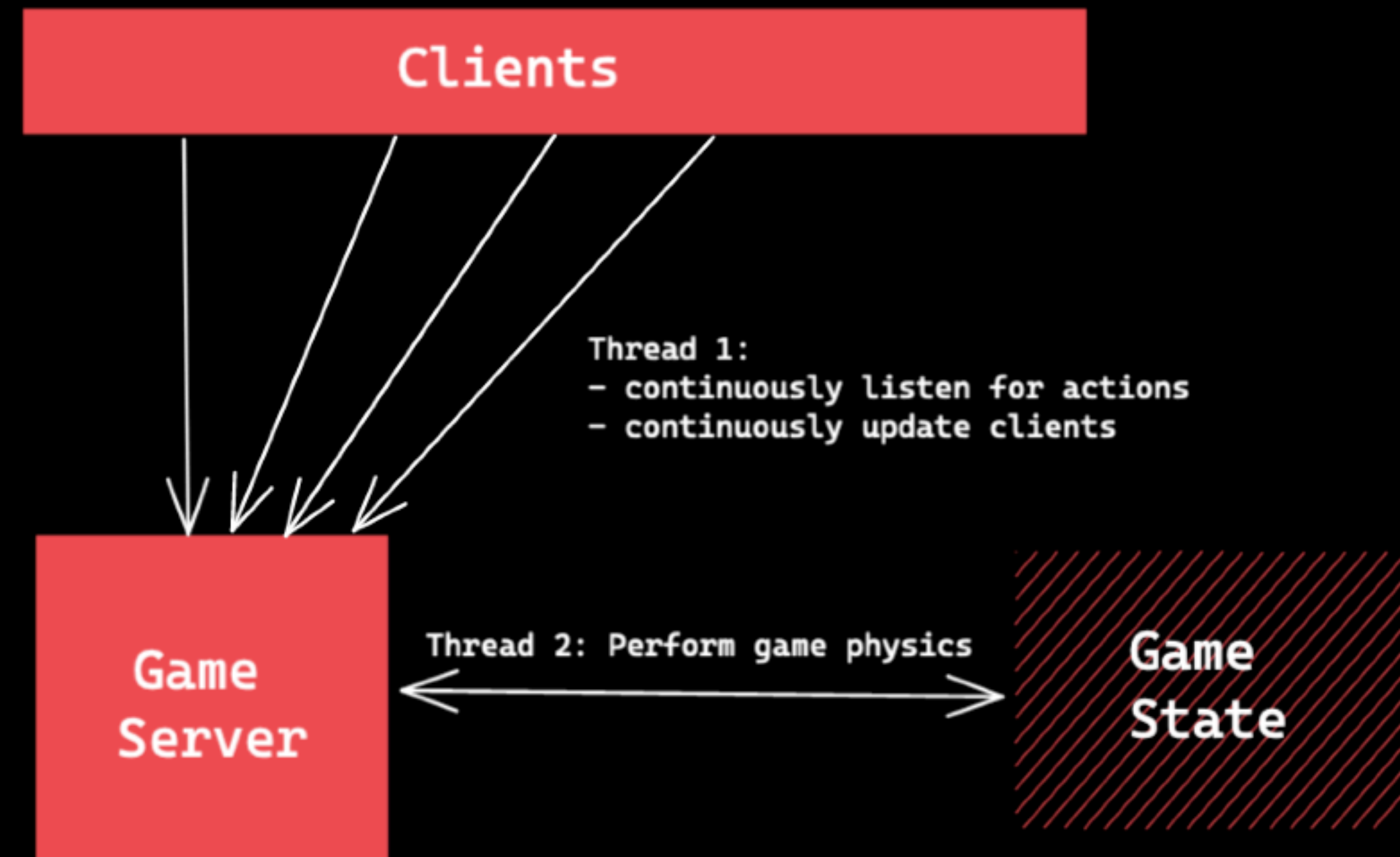
Overview

- **Game Server:**
 - Runs the game in real-time
 - Manages connections
- **Game Client:**
 - Individual player
 - Browser based
 - Renders graphics
 - Connects to game server



Video Game Server Architecture

- **Simultaneously:**
 - Keep clients in connection via TCP (Websockets)
 - Run game physics and mutate game state
- **Results in use of a “goroutine” - a abstracted operating system thread**



```
9 func main() {
10     game := game.NewField()
11     master := connection.Master{
12         Game:    game,
13         Clients: &sync.Map{},
14     }
15     // Runs TCP server
16     go master.Start()
17     // Runs game loop
18     master.Run()
19 }
```

High level overview of execution flow of game
server (Golang)