Resume project:

We render the grid base on the client-side: the map object is a 2d array containing numbers between 0 to 4.

To render player0 object: we store the player object, which has the current x and y location of the player and current facing direction and image's relative directory

To render the coin object using the coin object: coin object contains information about x and y location. Once the coin has been reached by one of the players. It can send a socket event to the server containing the event's timestamp location and broadcast it to the socket.