

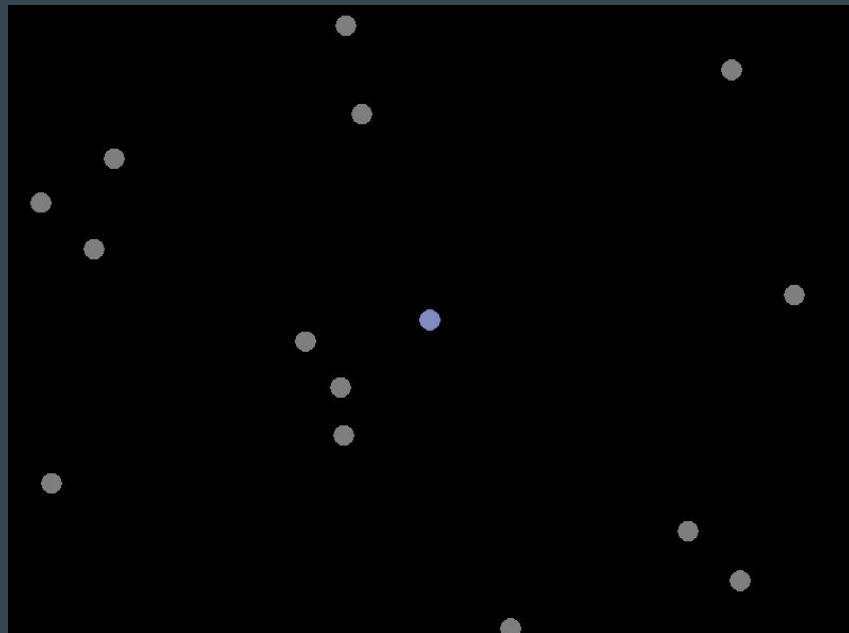
Trabalho 04



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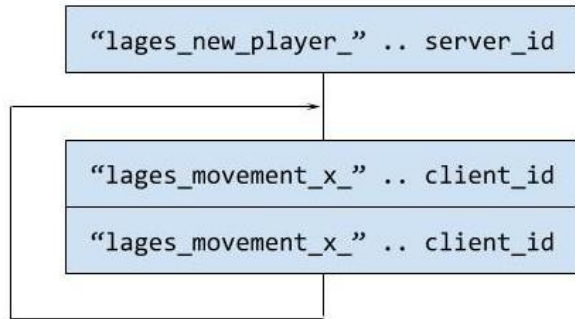
Sobre o Jogo

- Android como controle
- MQTT como conexão
- Computador como tela
- Multiplayer

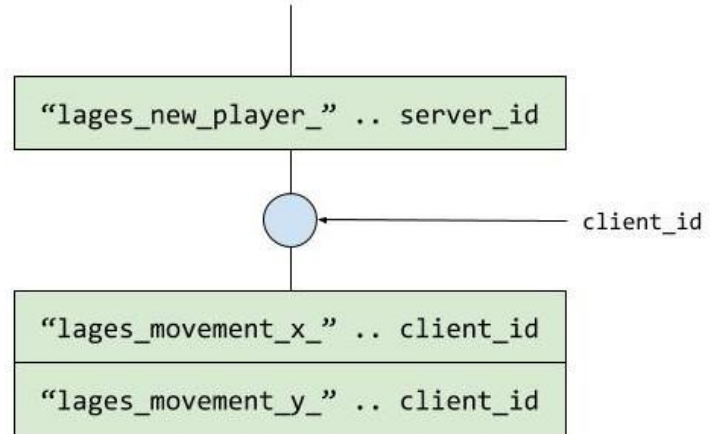


Server e Client

Client



Server



Dificuldades

- Muitas mensagens
- Movimento em intervalos
- Delay

Error

mqtt_library.lua:580: attempt to perform arithmetic on a nil value

Traceback

```
mqtt_library.lua:580: in function 'parse_message_publish'  
mqtt_library.lua:464: in function 'parse_message'  
mqtt_library.lua:352: in function 'handler'  
main.lua:14: in function 'update'  
[C]: in function 'xpcall'
```