ReadMe

1. How it works!
   1. Game arena:

When you start the game as a player, you will be asked the IP address of a server that you want to connect to.

* 1. Player start conditions:

Once you enter the IP address of the server (game session) that you want to connect to, you will be placed in an arena which will be full of these yellow stationary points called ‘Food’.

* 1. Game Progression:

The player will use their mouse cursor a to point to the direction where they want their object to move. In order the progress through the game, the player will consume Food (which increases a player’s objects radius) or other players (eliminating them from the game).

* 1. Player end condition:

The game ends for a player if they are consumed by another opponent, or if they are the last player standing.

* 1. Game objective:

Consuming Food causes the radius of a player’s object to increase. The main objective of this game is to be the last player standing.

1. Player functionalities
2. Server functionalities
3. Class information