

Future Networking Design:

The current version of the quoridor game is not adept in dealing with playing the game over a series of networks or online. But improvements and changes can be made to integrate the networking aspect. We would need multiple iterations to integrate the networking parts of the game.

For integrating the networking parts we would have to change the existing controllers in a certain way that they read from different networks or machines, as the current one only works for one network. These changes would make the game playable across the internet. The player modes would have to be considered as well while making this choice as the game could well have an online mode that players across the world can take advantage of.

The dynamic structure of the game would also have to be kept in mind as the players turns, pawns and board would have to be updated in real time with no glitches for the users to have a perfect gaming experience. For implementing this information across all players a server would have to be created that can relay information in a fast and accurate manner.

We would also need to plan for how we would send data across the network for the game to have its full functionality and which protocols to consider while thinking about a win scenario. To take care of illegitimate security concerns the data sent over might have to be encrypted and then decrypted again when users will be trying to access the game.

These additional features can be added to future iterations of this game as the code written for this shows low coupling and high cohesion.