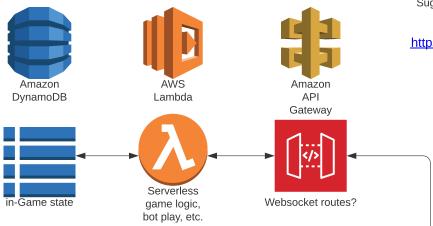
500 Distributed Card Game architecture

Zach Zaffuta & Joe Toomey | March 23, 2020



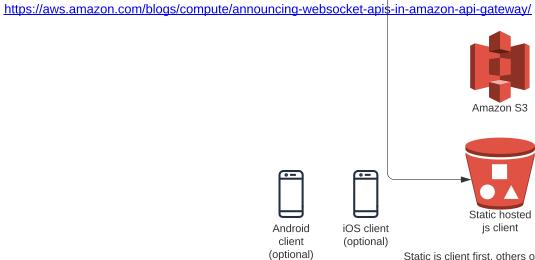
Suggest protobuf for marshalling data between client and backend.

https://developers.google.com/protocol-buffers





User identity, authentication, authorization



Static js client first, others optional.

Could use websockets (ideally not polling)

https://sookocheff.com/post/networking/how-do-websockets-work/

(Could start with polling if needeed)

Possible open source js library to start from: https://einaregilsson.github.io/cards.js/