

Starcraft

Tom Rochette <tom.rochette@coreteks.org>

January 10, 2021 — e0bd9730

Authentication/Login server

Per game server

- compute damage simulation
- in game chat
- decide game victory
- returns end game stats for ui (or done client side?)

Game client

- display game ui
- play animations
- send commands to game server

Local backend

- record game
- compute game simulation
- communicate game state to game client