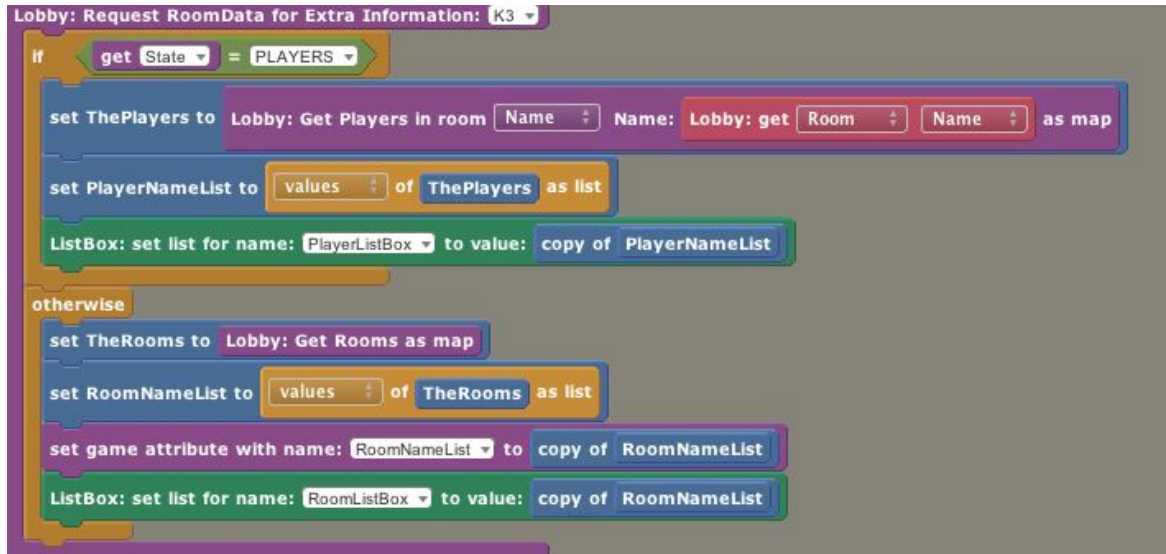


Online MultiPlayer TurnBased Games

Lobby

Previously we just wanted a random room with random guests in them. Now we are looking at an extension with which you can do more with the room and the signed players. Integration with social media is not done!!

Most blocks should be self-explanatory. But the Roomdata might not be:



There are blocks with which you can login as a guest or with specific playername and password. Blocks for checking the state of the login determine if the player is not known or if a bad password is supplied.

Once the player has been logged in you might want to present the player with some rooms that are available to choose from. Even options to show the names of the players inside the rooms and you could make your own 'search for a friend' effect for which I don't have blocks now.

In the example **Lobby** I have a scene where I can show players or rooms. The above load code will show the listbox containing the data for either of them. The game attribute State holds either PLAYERS or ROOMS.

ThePlayers is an attribute type 'Map' and the block Get Players will return the data as a Map. Since we have a listbox that requires a List we can use the Stencyl-block [values[of ThePlayers as list]

For the Rooms we use the block Lobby: Get Rooms as map

The Request RoomData is making a connection to the server. The other blocks that can be used inside the wrapper do not connect to the server.

LobbyTurn

There is a very special block that we need to use when we want to mix the Turn extension and the Lobby extension.

The Turn extension has this magical block 'Create or Join' but when you join a room outside of Turn extension when using the Lobby extension there needs to be transferring of data.

Important: Both AppIDs need to be the same. So both Server URL blocks need the same data!!!!



The LobbyTurn: block is long so I will show the input values here:

PlayerID: Number (you can use the Lobby:get [Player] [ID] block as shown)

PlayerName: Text ([Lobby: get [Player] [Name]])

RoomName: Text ([Lobby: get [Room] [Name]])

RoomID: Number ([Lobby: get [Room] [ID]])

Seat: Number ([Lobby : get [Seat]])

HeartBeat: Number ([Lobby: get [HeartBeat]])

Force Turn After: Number ([Lobby: get [ForceTurn]])