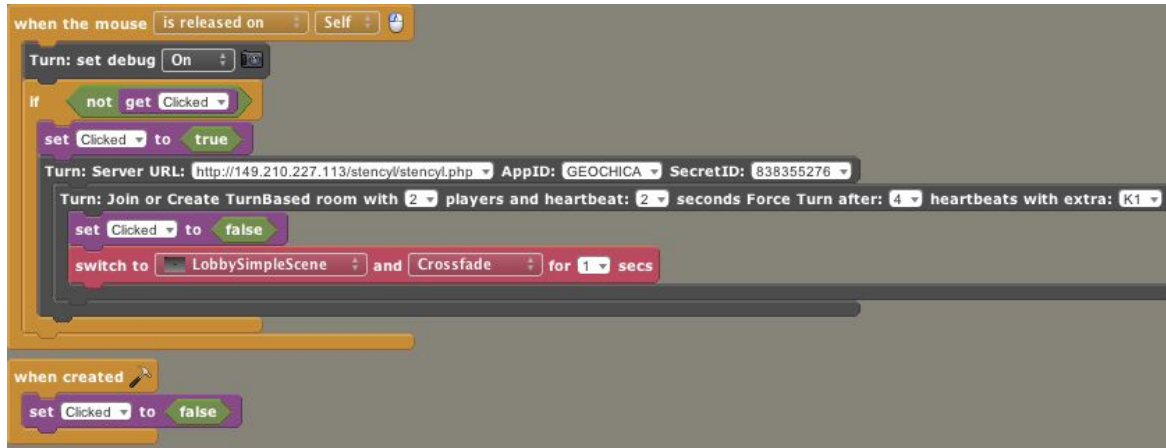


Online MultiPlayer TurnBased Games

The most simple game that I came up with is to click on a box to make the turn to another player.

Connect



The Login Button has the connect code. It make a connection between your game and the server. The Application ID used is for demonstration purposes. We kindly ask that you visit <http://149.210.227.113/stencyl/index.php> to request your own 30-day/10.000 access codes.

After we are connected to the server we join a room. A room is used to bring players together to play a game. The analogy was made of a Hotel where you have a Lobby from which you are given a key to your room. Inside the room are seats where players can sit in and play a game.

The Join or Create block is a combination of signing in at the Lobby with GuestXXXX and been given a key to RoomXXXX where there are seats for 2 players.

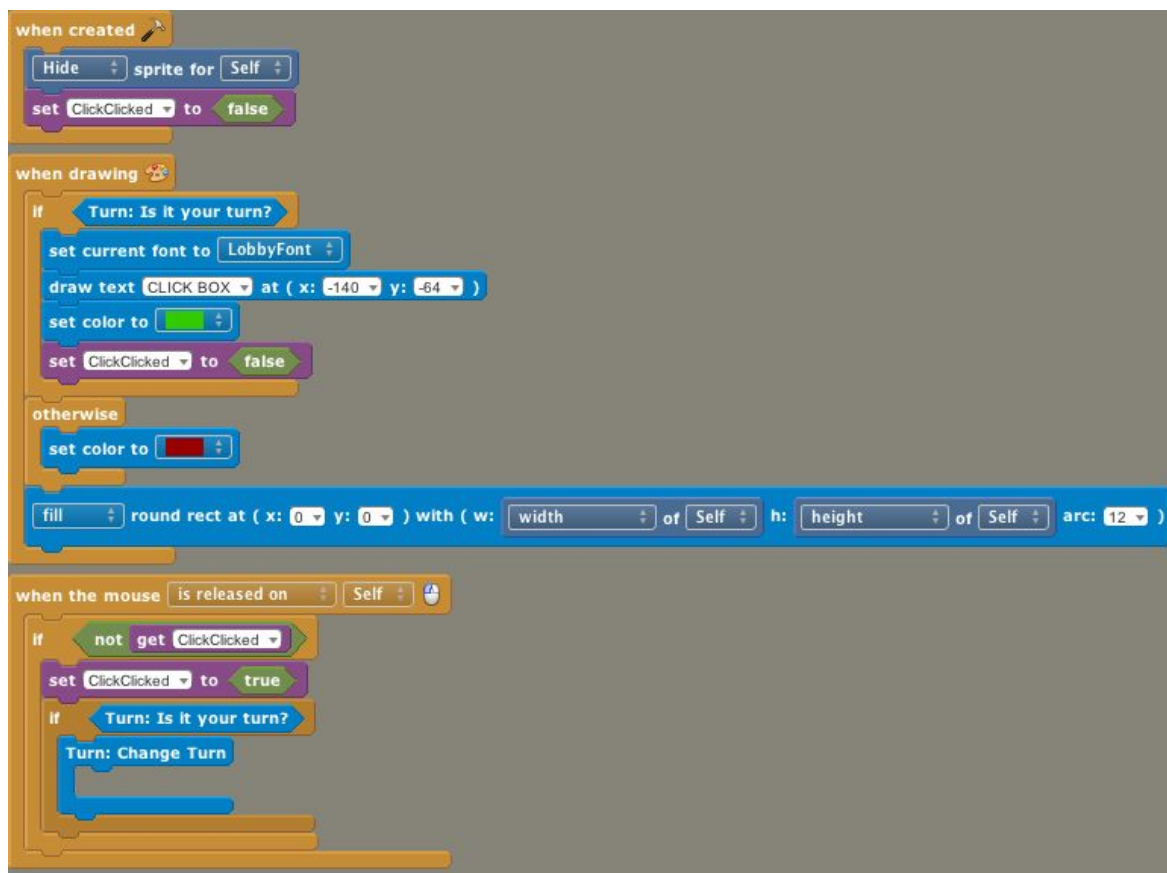
The HeartBeat seconds are how many times the game connects to the server to check for data or to send data.

When the device has not send [AFTER x Beats] the server will force the turn to another player.

This forcing is done when you don't make a move or when your device gets disconnected from the server.

The Extra addition is used when your game needs extra information on the room. Suppose your game has different types like a card game. The extra-text information can be supplied to be able to join the same kind of rooms

Click



When the player has a turn the box turns green and the player is able to click on it. Once clicked the turn is handed over to the other player.

<Turn: is it your turn> This block returns the status. This block does not connect to the server, it only reflects the turn.

Turn: Change Turn

This wrapper block actually makes a connection to the server to notify that a change of turn should be made.

The power comes from sharing data between the connections and that will be shown in the next demonstration.