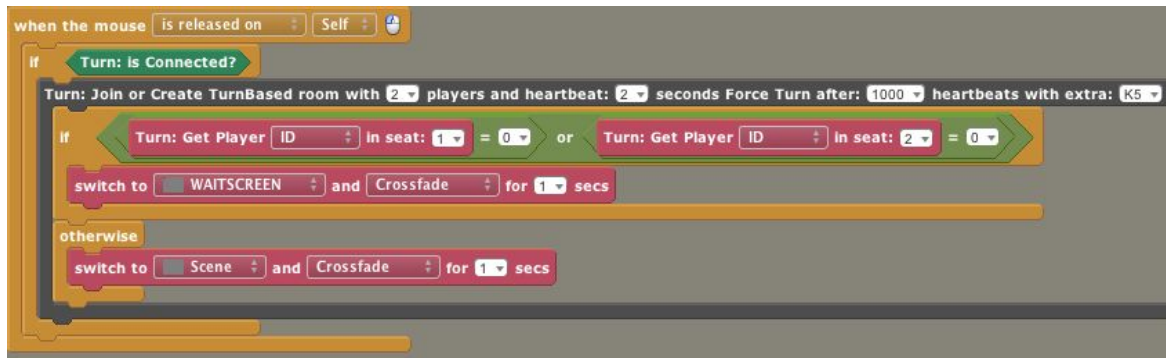


Online MultiPlayer TurnBased Games

So we know how to make turns and send data and get information from the rooms.
Time for an actual game: Tic Tac Toe

Please investigate the example game closely. Especially the Update/always event where checking on states of the game are being done and turns are being monitored.

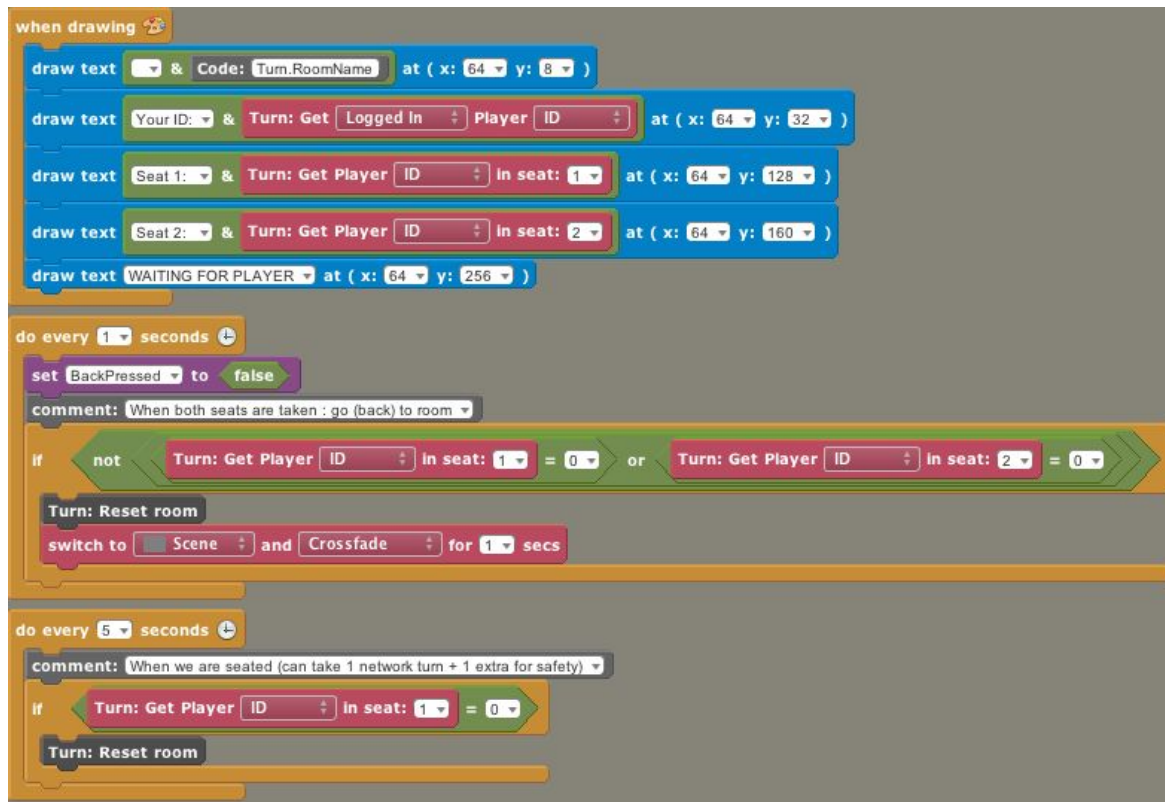
There are two 'special' things going on in this example.



Notice the 'Turn after' 1000 heartbeats. The heartbeat is 2 seconds so after 2000 heartbeats a turn is forced.

This way we trick the engine not to force a turn and wait for the turn being made by the user. As you need some time of mechanism to terminate the game when the players stay connected we need to select a value for the force.

Another new mechanism is to wait for a player to join the room so that a game will start when 2 players are active. Actually in the always loop it will be detected if there is only one player left and the waitscreen will be shown again:



The [do every x] makes the speciality. If both seats are occupied (not 0) you can start a game. When the player in seat 1 left we re-order the room:

Reset room: This block will clear out the shared data and even will sort the players in the room. So if you have a room with 16 seats and seat 4,8 and 10 are only occupied the new game starts with players in seat 1,2 and 3.

The other blocks and events should be known from the previous examples and/or should be self-explanatory.