

## Online MultiPlayer TurnBased Games

This demonstration will send data between devices. So that if a turn is made the coordinates of the block will change.

### Next

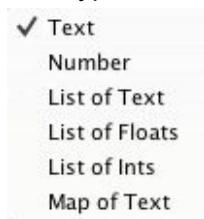


This game has a timer. When the timer exceeds 10 seconds or when the player hits the box the **Next** turn is done. (Event in game)

A game attribute **Position** is randomized.

Turn: Set Shared Data Type [Text] Name: [Text] Value: [Text]

The Types are:



You need to tell the block which kind of data you are sending. The block is gathering all the data you want to send and makes its own data type to send it to the server.

Send Room data is connecting to the server and once that is done it will change the turn. When the turn has been send the Timer is being terminated.

### Receive

The 'Next' event sends data but we ofcourse need to react on data that has been sent by others.



The **<Turn: Did turn change?>** block will reflect the state of the server. This block does not connect to the server and can be used freely in the game. This part comes from the Always event.

It is pretty much the reverse of the send. A game attribute will contain the Get Shared Data value and the Box actor (stored in the ClickActor game attribute) will be given a new coordinate.