

# Starcraft

Tom Rochette <tom.rochette@coreteks.org>

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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