
doubts about the game design...

Posted by null - 2008/04/30 19:17

I have a doubt about the design of the engine of poker:

When a player creates a game on a server on the Internet, who is charged with administering the game, the user is the main server and Internet server acts as a bridge, or is the server that manages the Internet really heading?
I am making some modifications to the game itself, and I want to make the games can be created on the server side and not the user is to make the game play, would that be possible?
Of course once it publishes the finished version, based on its super game of poker.
Thank you and sorry by my English, which is not so good.

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Re:doubts about the game design...

Posted by lotodore - 2008/05/03 01:28

In the current implementation of the server, there is always an admin in a game. When the player count within a game reaches 0, it is automatically closed. This is ensured in the main game loop of the game thread. You could modify this to allow games to exist with zero players, however, you would need to rewrite the whole "administration" concept then.

Currently, the first player is automatically the admin, if he leaves the player who joined next will become admin.

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Re:doubts about the game design...

Posted by heyn - 2008/05/03 01:59

Hi Lotodore,

I think null's question was: does the internet server control all the games (i.e. deal all the cards and determine the winners)? Or is it the machine of whoever is game admin? But I may misunderstand.

heyn

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Re:doubts about the game design...

Posted by lotodore - 2008/05/03 11:13

Yes the server controls all games, deals all cards and determines the winners. The admin in a game just has a special flag which allows him to start the game and kick players. In network games, the client is "as stupid as possible" (i.e. knows as few as possible about the game logic) to prevent cheating.

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