

University of Illinois at Urbana-Champaign  
Dept. of Electrical and Computer Engineering

## ECE 220: Computer Systems & Programming

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### Developing a Data Structure

## Let's Develop a Data Structure

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Let's **develop a data structure together**.

When I was in graduate school,  
and the Internet was new (not really),  
we played backgammon on FIBS,  
the First International Backgammon Server.

*It was fun!*

## Let's Build the First International Blocky Server!

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I'm thinking that our MP6 could be **big**.

I see ~~ten~~ ~~a hundred~~ a million  
people flocking to a server  
to play,  
to watch master players play,  
and to hang out  
and talk about Blocky strategy.

*I'm serious!*

## Start with Some Brainstorming

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**Let's start with some brainstorming:**

- What aspects/information do we want about each player?
- What aspects/information do we want about each game?
- What information about players and games should we record outside of our functions?
- What functions should we define to operate on a player structure?