

What Do We Need to Know about a Player?

What aspects/information do we want about each player?

For example,

- name
- password
- age
- # of game played
- distribution of scores
- game in progress

These will become fields in our player structure.

What Do We Need to Know about a Game?

What aspects/information do we want about each game?

For example

- current board
- current score
- current piece type, position, orientation
- next piece type (for hints)
- player

These will become fields in our game structure.

What Information Persists Outside of Functions?

What information about players and games should we record outside of our functions?

For example,

- # of players
- array of player structures
- # of players online now
- # of games in progress
- array of game structures

These will become file-scope variables.

What Operations Do We Need for a Player?

What functions should we define to operate on a player structure?

For example,

- `player_init`
- `player_new_game`
- `player_finish_game`
- `player_delete`

These will be written into a single file, perhaps `player.c`.

We could ask the same question about games, but let's start writing code instead.