

The vision I had for the MMO idea was to focus on keeping the latency down. To have multiple independent devices coordinate in a real-time environment is really challenging. Game consoles do it by establishing a peer-to-peer connection, but that doesn't scale to  $n > 2$ . It's ok to focus on a single platform (pick any one of iOS, android, web), but go all in on network performance. A good target would be 200ms for total end to end information transfer from one client to another.

Be sure to acquire the proper licenses for art assets that you use. If you can't find something in the public domain, see if you can convince an artistic friend to do it -- maybe even pay them. Specifying requirements well enough to be delegated or subcontracted out is a skill in and of itself worth developing.

The goal of this project is to develop high-performance synchronization with a central server.