

This work is trying to explore different possibilities of implementation multiplayer in tactical UFO-like games. UFO-like games are complex tactical games with many possibilities how to play. In singleplayer game the player often think and plan what to do next. During this thinking the game is paused. But this could spoil the game for other players in multiplayer.

That's the reason why this work comes to being, to suggest compromise solution for multiplayer.

The first part is software prototype, giving us solution of technical problems especially synchronization. The second part of this work is about solving timeflow scenarios. All scenarios are designed to keep fun and space for thinking. All scenarios are implemented programmable to explore the whole potential.