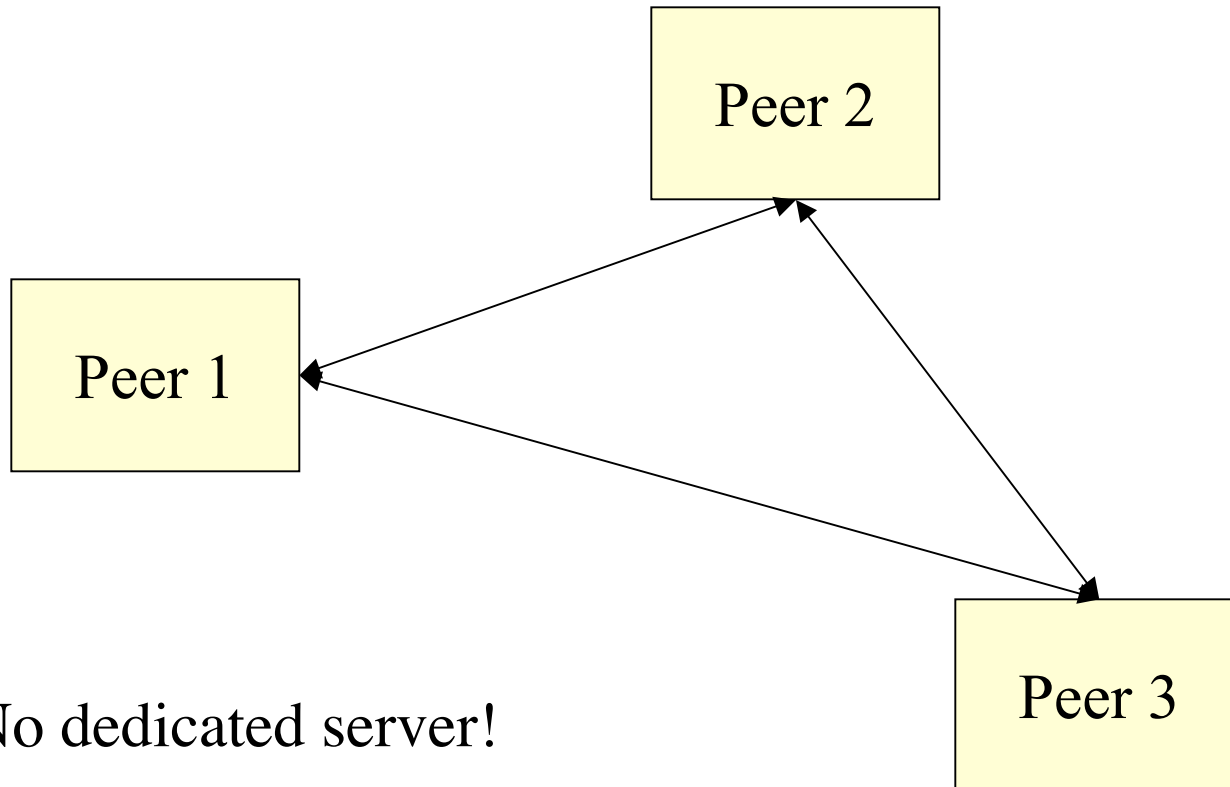


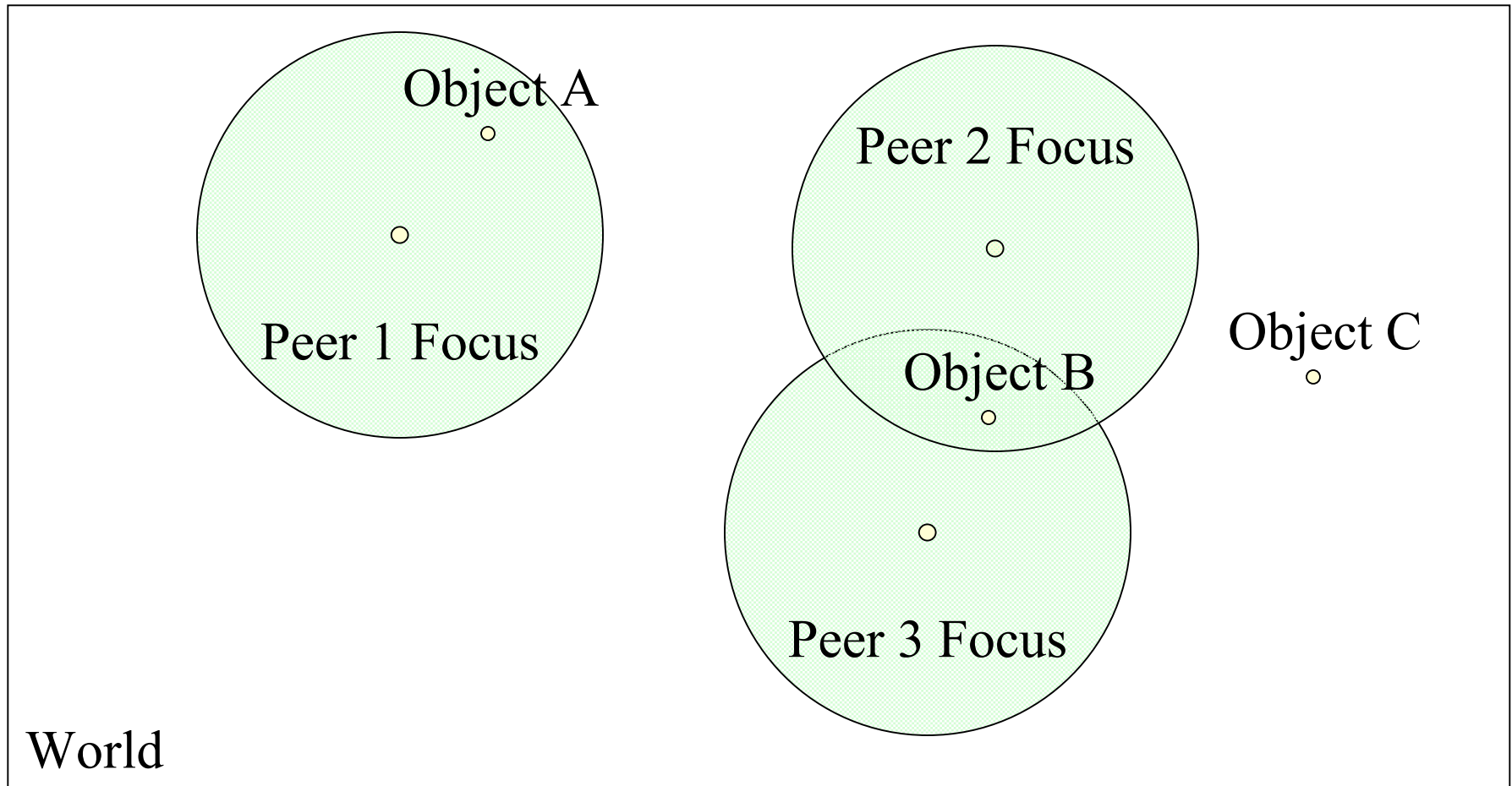


Peer-to-Peer network



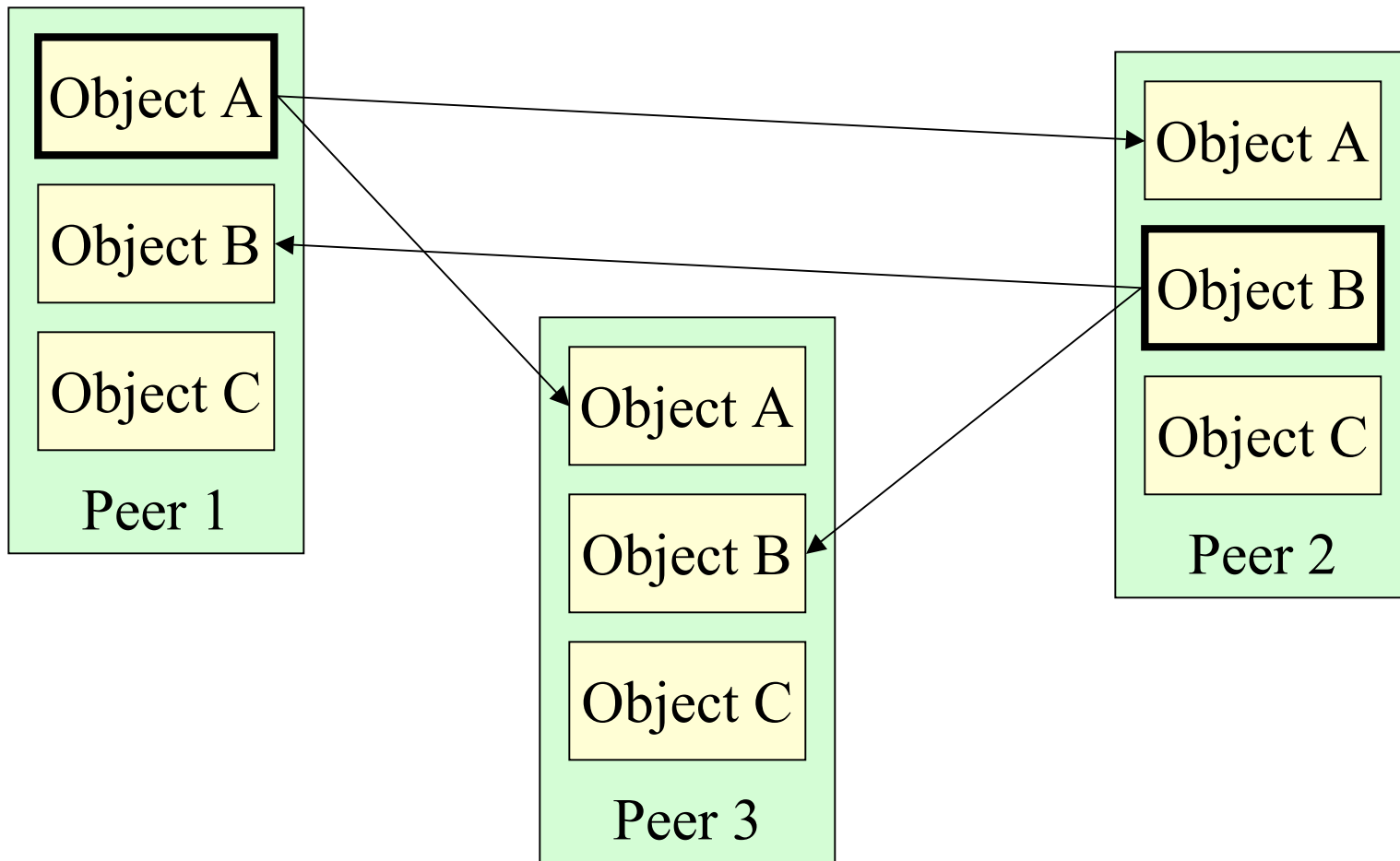


World overview



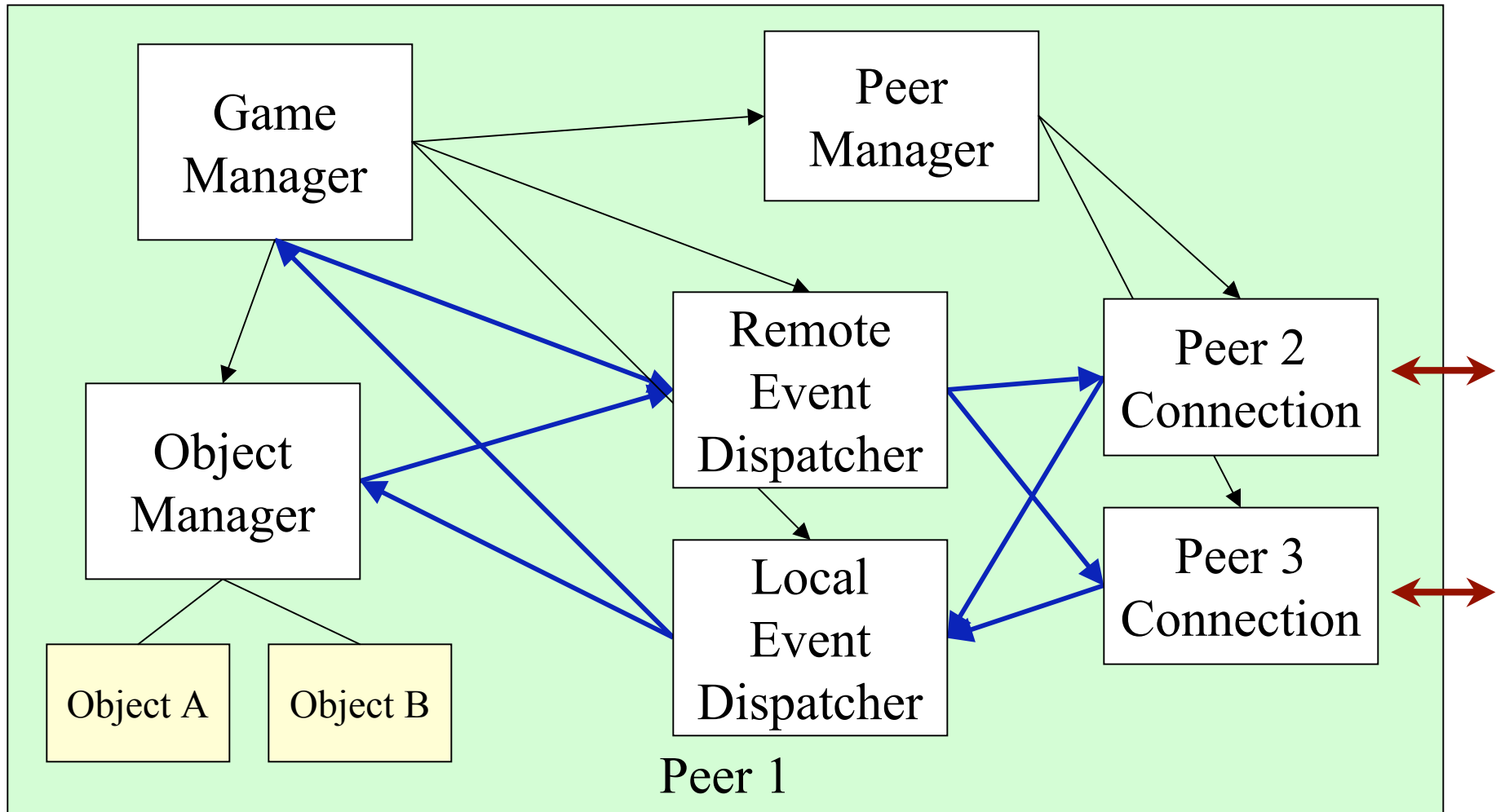


State replication





FRAG structure





Game Manager

- Handles game creation and joining
- Initializes the game world
- Transmits initial world copies to joining peers
- Serves as interface between FRAG and the underlying network/ARENA layer (peer discovery and connection)



Object Manager

- Maintains objects hashtable and object states
- Handles incoming state updates
- Generates state updates for controlled objects
- Chooses which objects to control
- Resolves controller conflicts between peers
- Provides object lists for the visualization components