Gem Universe

Leader – Robert Seth (sethr@rpi.edu) – Networking and Backend Stuff

Project Members for Credit: Christian Woo – Blender/3D Modeling

3D Model Project Interest: Joseph Gonzales, Quinn Bardwell, Abby Bright

Helped Debug: enriquesu@live.cn

Title suggested by Ashley (Freshman at Board games club)
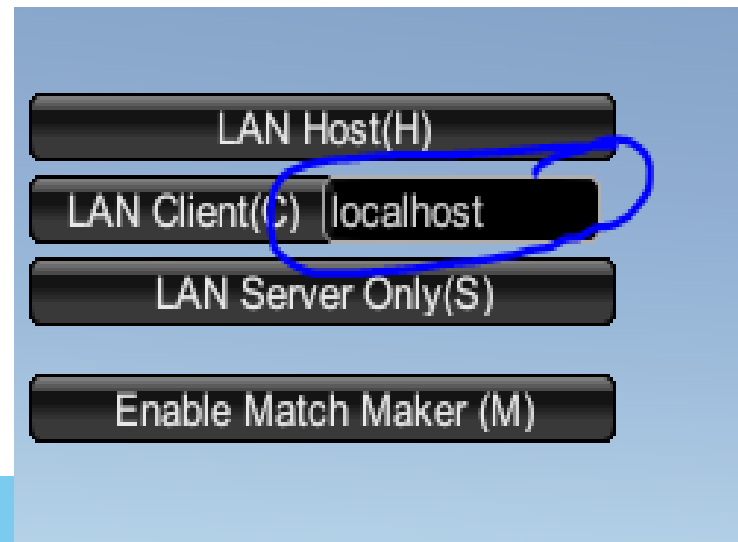
What was the Proposal?

- Essentially, "a server where people can meet virtually and can create rooms or delete them to play games."
  - similar to a (MMO) Massively Multiplayer Online Game
- Nothing that would infringe on intellectual property was going to be included.
- Most of the semester was figuring out how to set up a video game server anyway. Game design was not touched on this semester.

Project Milestones

- First month, way to distribute players to rooms

- First month, virtual machines and WAN

- Second month (unfinished), saving to the server

- Anyone, anytime, could contribute 3D models. The goal of this was to create a diverse selection. The only requirement was that the models were "humanoid rigs". Ideally, these models could be used for an 'avatar' select.

Project Demo

- Download from this Repo:

  [Insert Repo Here]

- Once open, click any settings for the game

- Choose a character, then click "Enter Server"

- Type into LAN Client(C)

  - 35.245.68.200
  - This replaces localhost

Why this Completes the Proposal

- This is an "MMO" just, without a player-base

- Ideas such as "Steven Universe" are subjective

- Things look unfinished, but after one test worked then by 'induction' you can stop.
  - one model imports correctly, model 2 probably will

- Not sure if an "MMO" has to save the data of the clients. Games like VR-Chat don't save all stats

Future Plans

- A way to quit the game [kind of like the Alt-Tab]
- A better way to save client data
- A larger Character Avatar creation menu
- Later, how large of a world can a VM hold?
- Some actual Game Design Considerations
  - "Balance", Game feel, Game Mechanic Chemistry