

Final Project Update

My final project will be a multiplayer 2d bumper car game. Each player will control a car of different color, and they can push other players outside of the arena. there will not be scores and nobody can win.

In specific. The arena will be a circle. Any player got outside will be reset automatically to random position on the circle. There will be collision detection and collision response on the players cars. The cars can collide with each other. The player's cars will also be circles for now.

One of the player will run a server and other players will join this server. I will use my network connection system to achieve communications between multiple clients and the server.

I will use this collision detection system

http://www.plutoshe.com/blog/project1_writeup, Created and supported by PlutoShe.