RTS Game

Project Description:

Create a simple Real Time Strategy game that will be playable in the browser. No console or app needed.

Team:

Current Team:
- Michael Black
- Norberto Martinez

Looking for maybe one more to join.

SQL:

We will have MySQL tables for a really simple way to store user info and game details and visuals. This includes a User table, Units Table, Map Table and others as we see fit to apply to the game. (we understand that SQL isn't ideal in game development but we also know we'll eventually move towards nosql. This will be a good experiment to compare the differences)

No-SQL:

This will utilize no-sql databases (graph database in specific) for gameplay, as to allow for large volumes of units and players, agile sprints, quick iteration, and frequent code pushes

Business:

The game will be free to play and the option to donate is available. The more users donate, the more game updates and new content will be available.

Legal:

This will be a Utah LLC.

Technical:

- Front end - Javascript (If time permits)
- Back end - Pico Engine (Used in CS 462)
- Keep it simple
- Follow single responsibility rule
- Web sockets for event oriented game updates