



Milestone 1 - 25.11.19

Team

Backend

Marco Tereh

Game engine

Stefano Taillefert

Database, stats

Tommaso Rodolfo Masera

API

Frontend

Joey Bevilacqua

UI, Character composing

Andrea Brites Marto

Client, CSS, initial main.js

Gianmarco De Vita

Client, SCI

Done so far

Team organization: GitHub, Slack, Trello, Google Docs

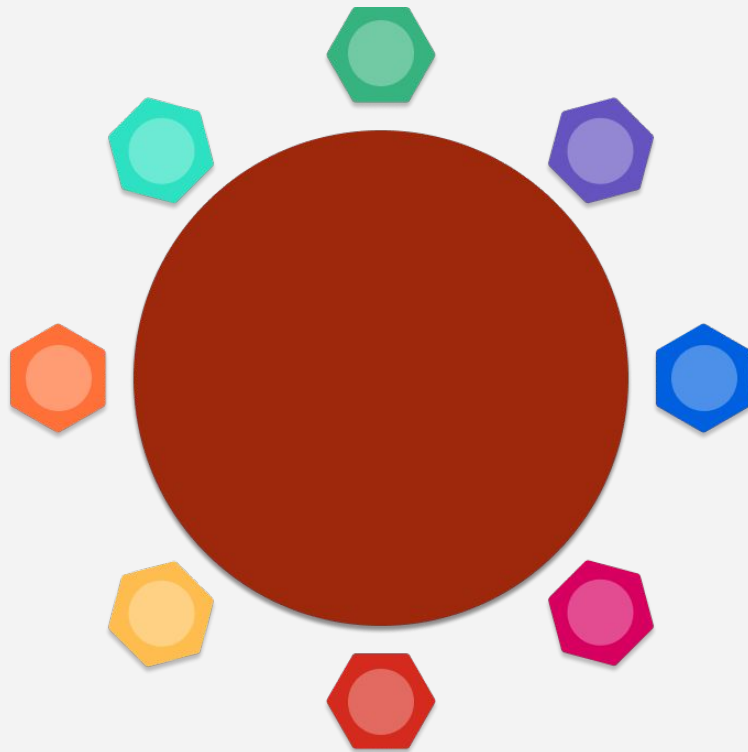
Roles and tasks rough division

Defined basic game concepts and structures

Web-server

Login page and initial game engine draft

Who is the leader?



The project

Multiplayer browser game

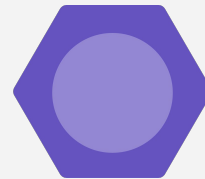
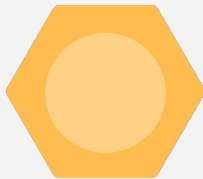
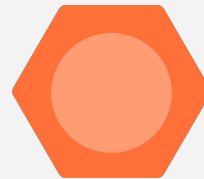
- Collect resources

- Improve your character

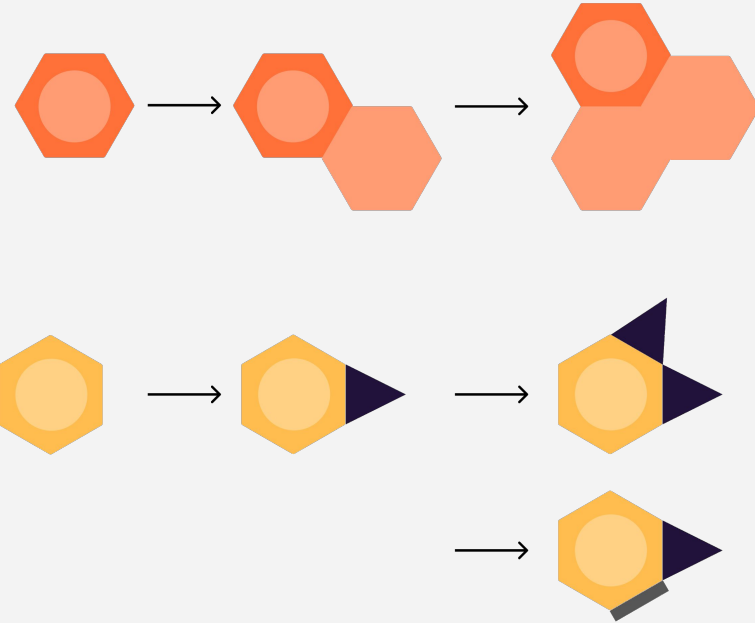
- Build structures

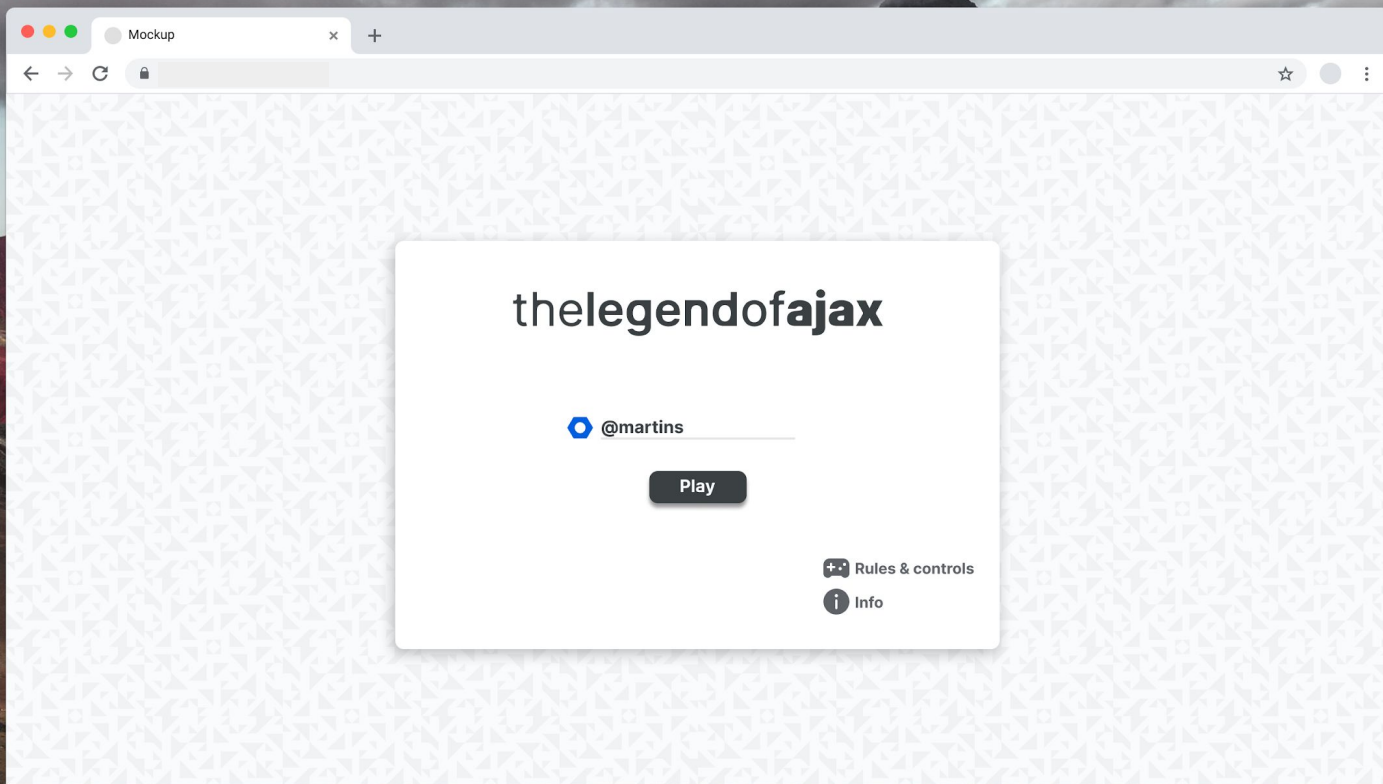
- Defeat other players

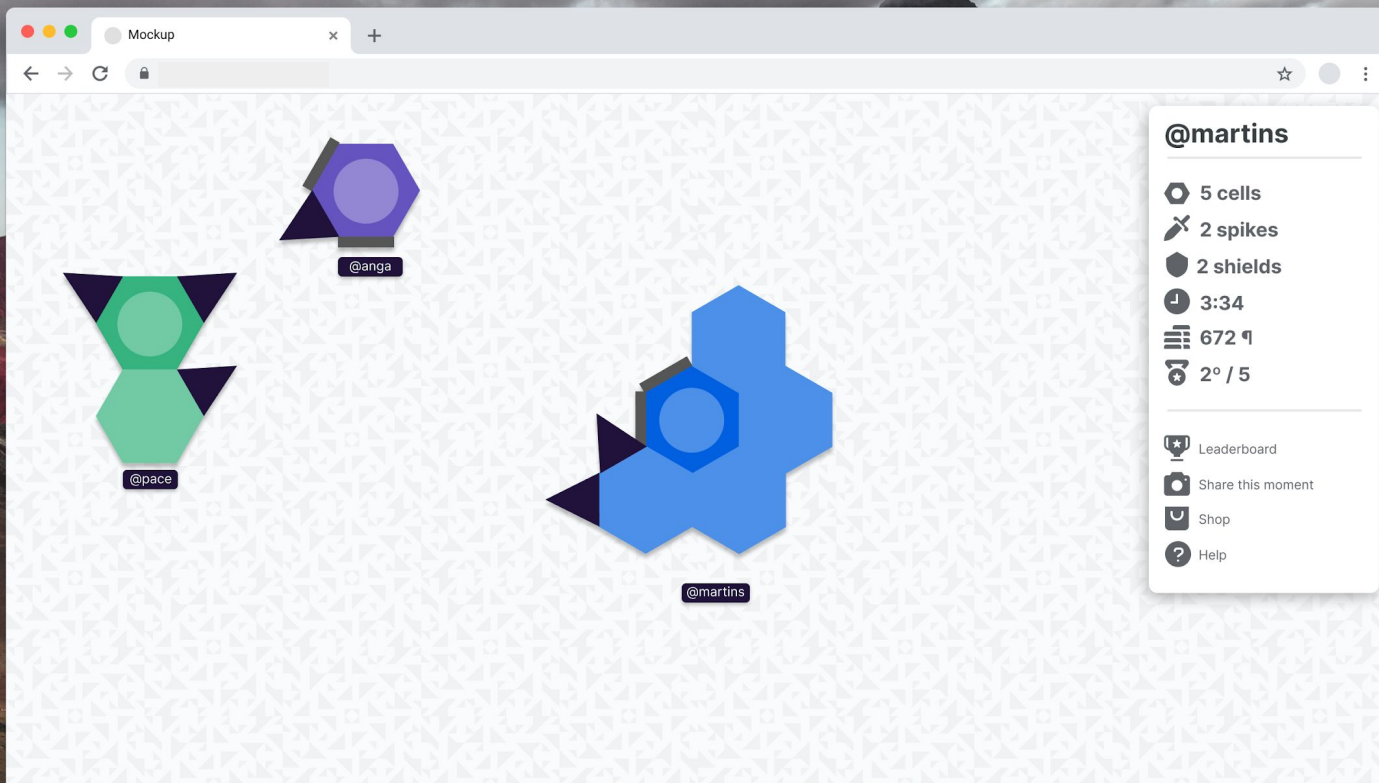
The character



The character







@martins

- 5 cells
- 2 spikes
- 2 shields
- 3:34
- 672
- 2° / 5

- Leaderboard
- Share this moment
- Shop
- Help

What's next

Start implementing the client-side world

Runtime characters composing

Design the resources

And more...