Milestone 1 - 25.10.19

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

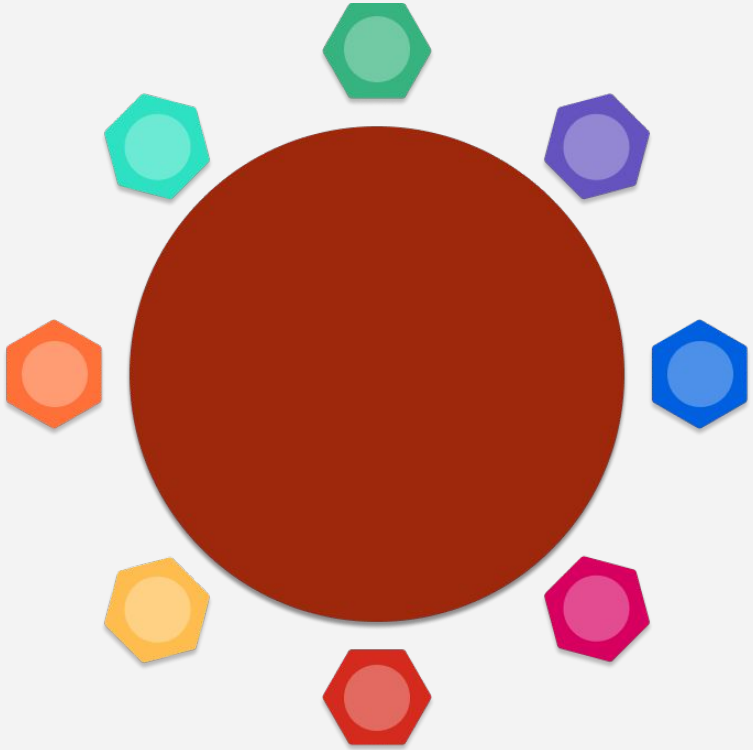
Roles and tasks rough division

Defined basic game concepts and structures

Web-server

Login page and initial game engine draft

Who is the leader?

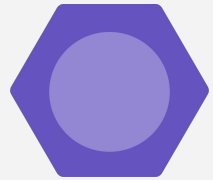


The project

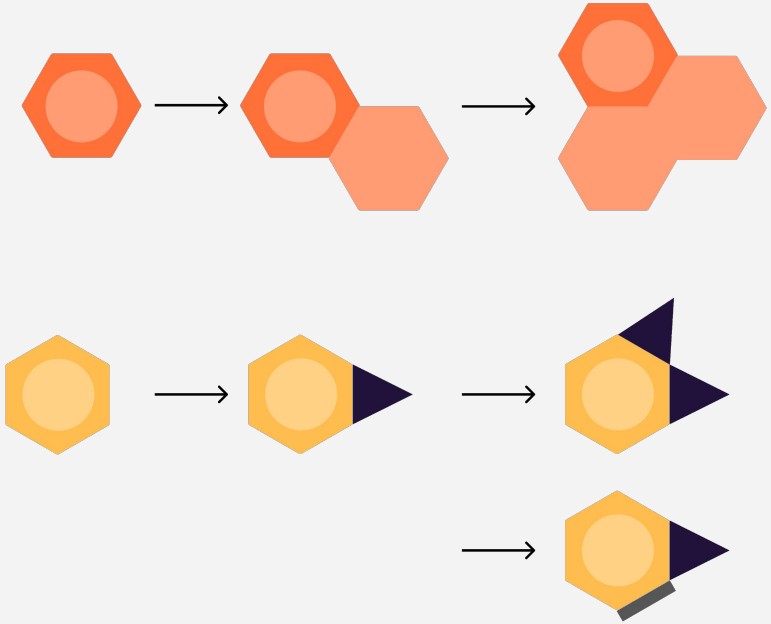
Multiplayer browser game

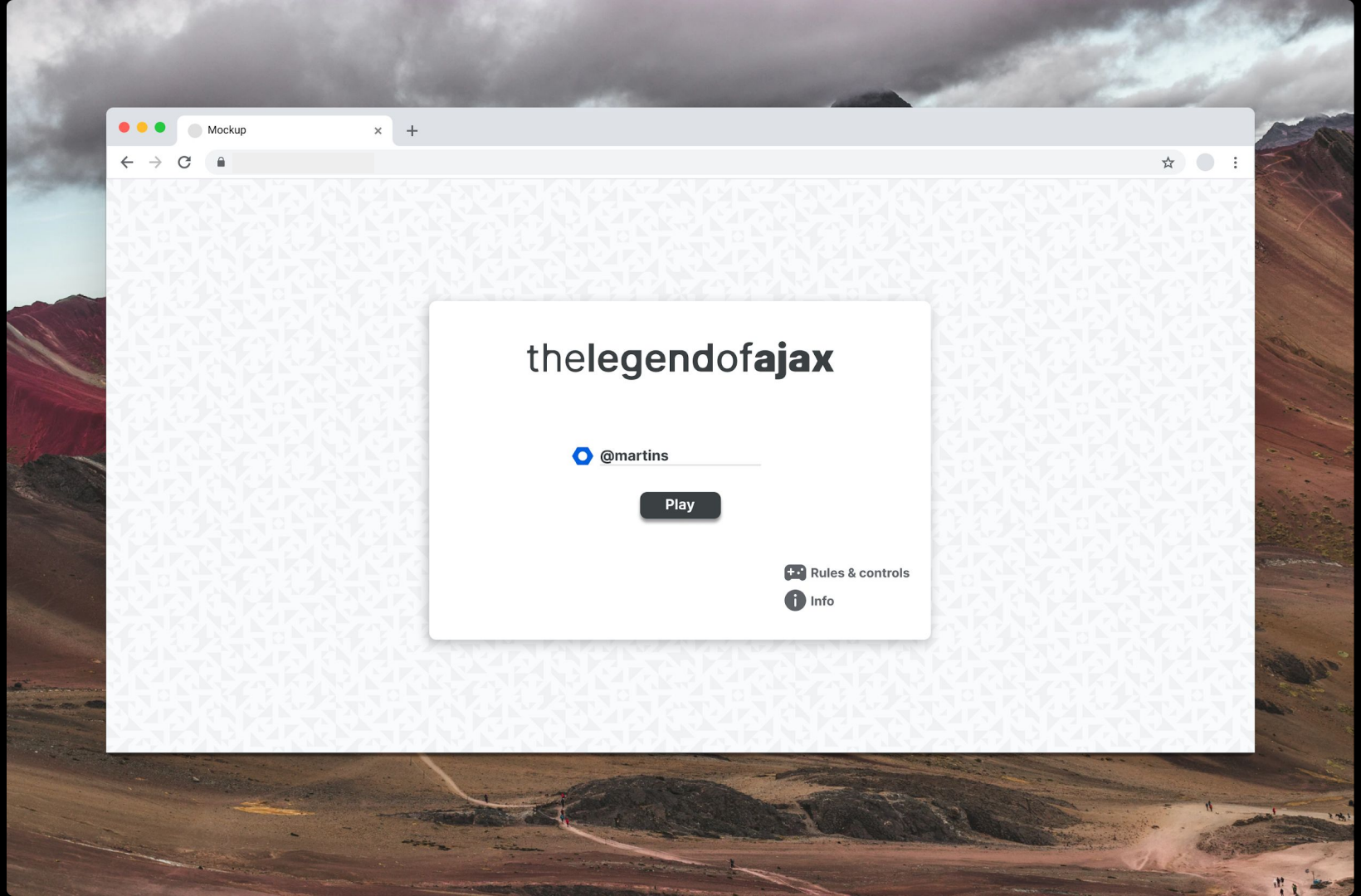
- Collect resources
- Improve your character
- Build structures
- Defeat other players

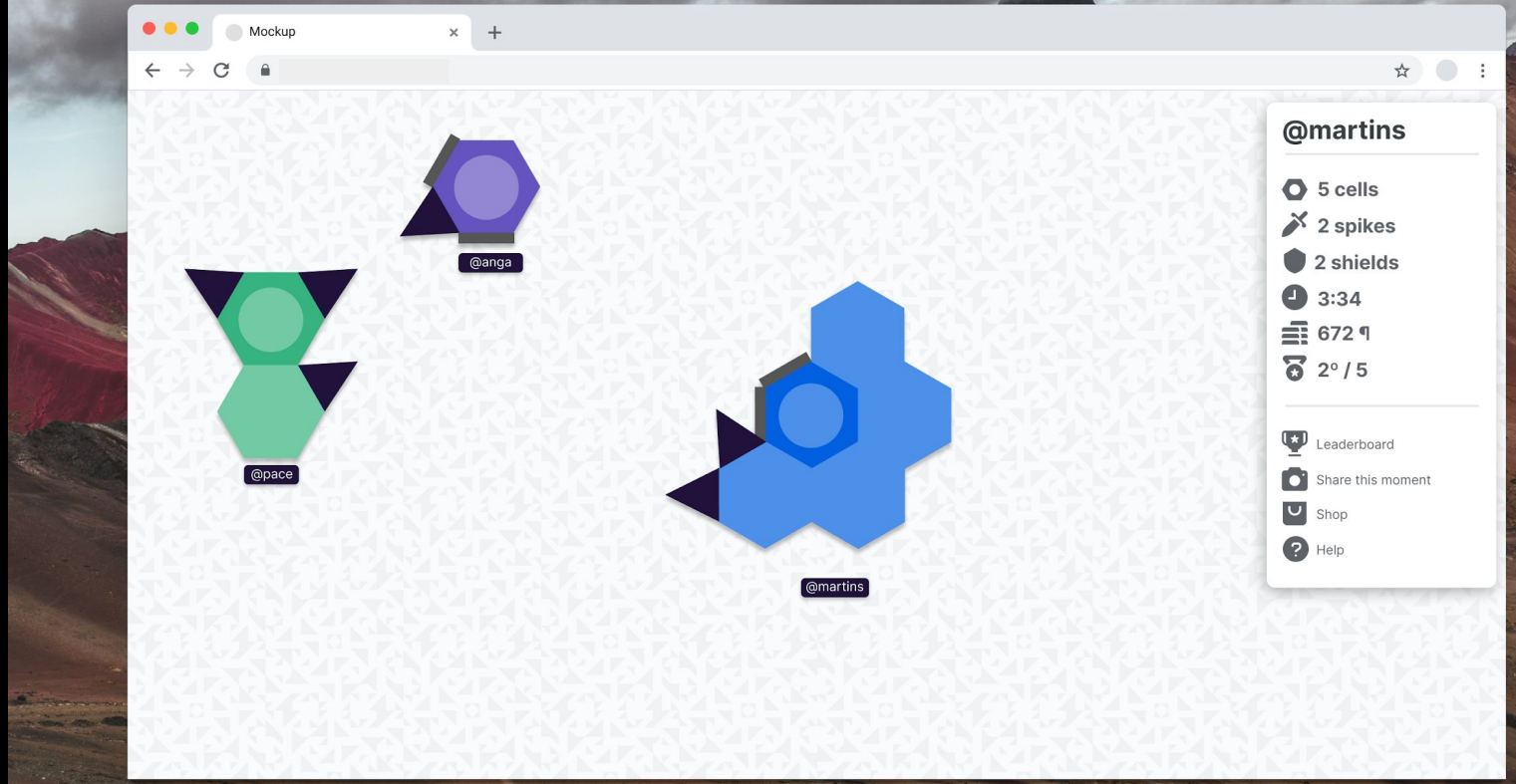
The character



The character




Mockup
thelegendofajax
@martins
Play
Rules & controls
Info


Mockup
@anga
@pace
@martins
@martins
5 cells
2 spikes
2 shields
3:34
672 ¶
2º / 5
Leaderboard
Share this moment
Shop
Help

What’s next

Start implementing the client-side world

Runtime characters composing

Design the resources

And more...