



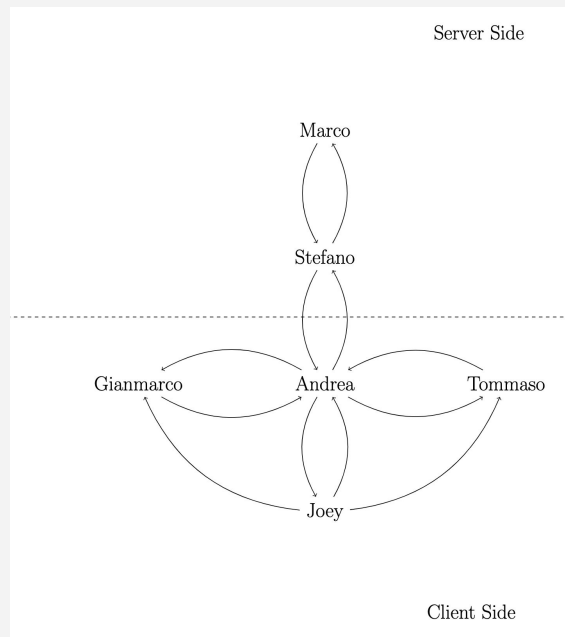
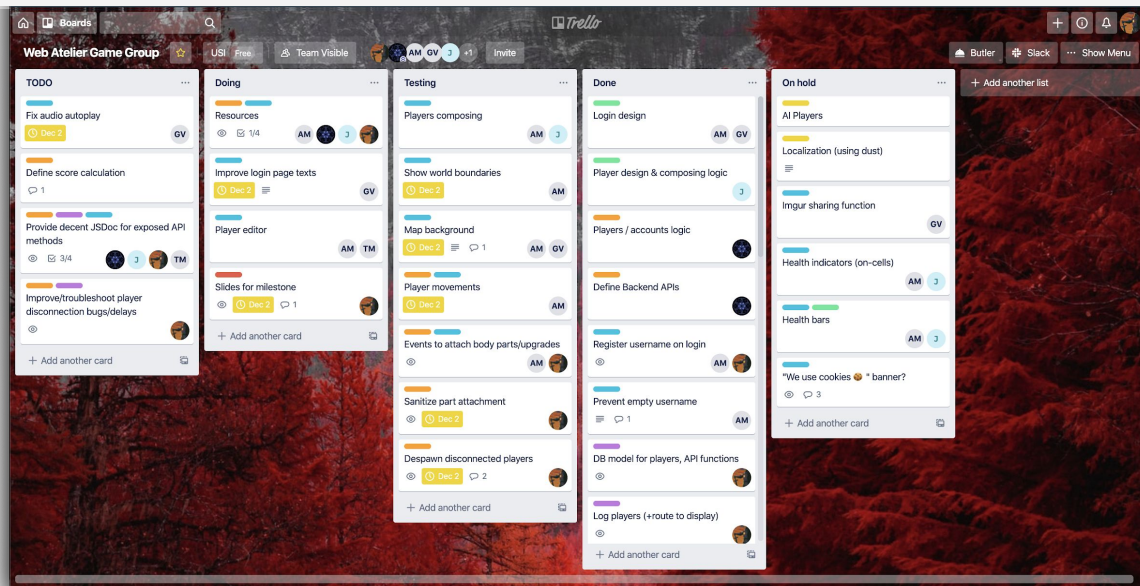
Milestone 2 - 02.12.19

What we've done

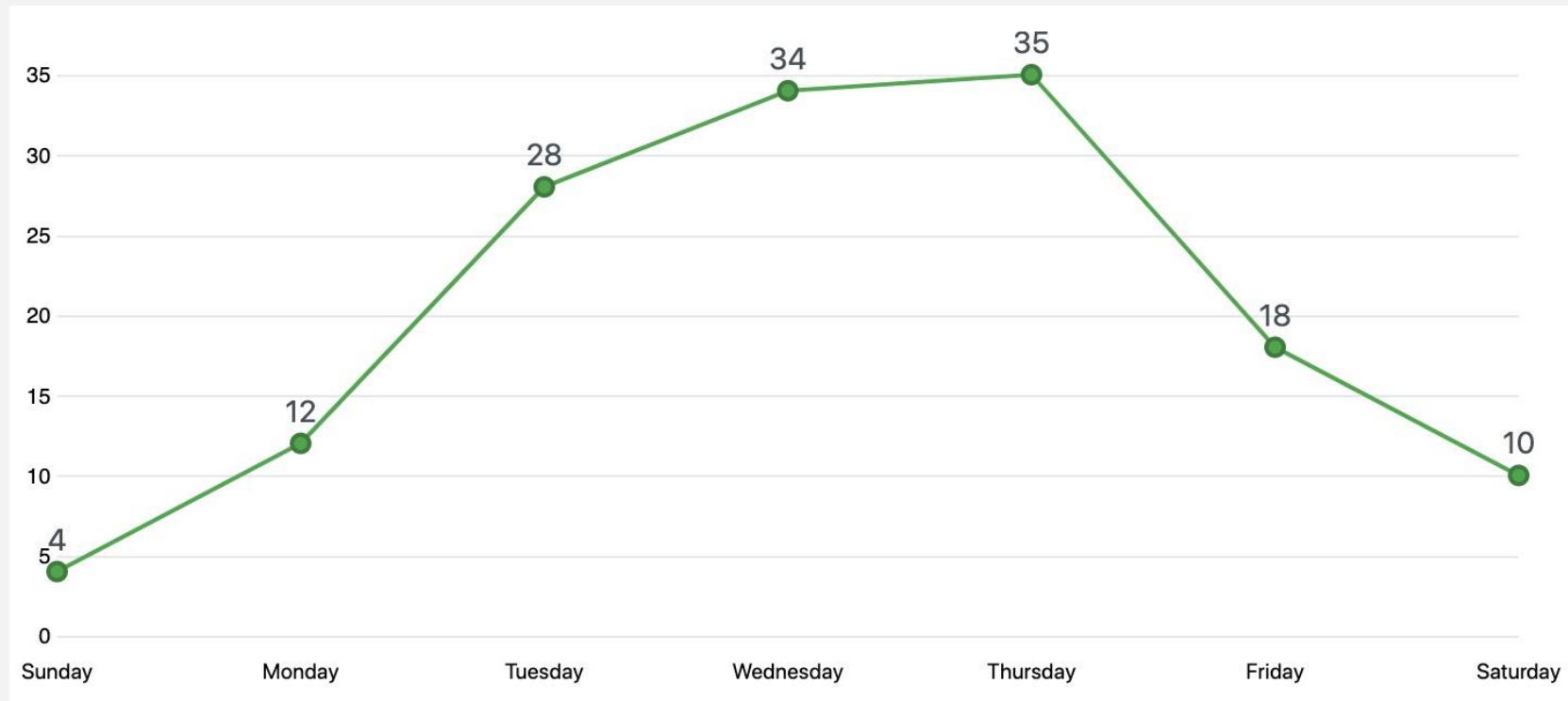
Coded



Organization is crucial



What we've done - commits



What we've done - details

Server-side

Improved and extended the game engine

Multiplayer support (sockets)

Database statistics

Web server improvements

Client-side

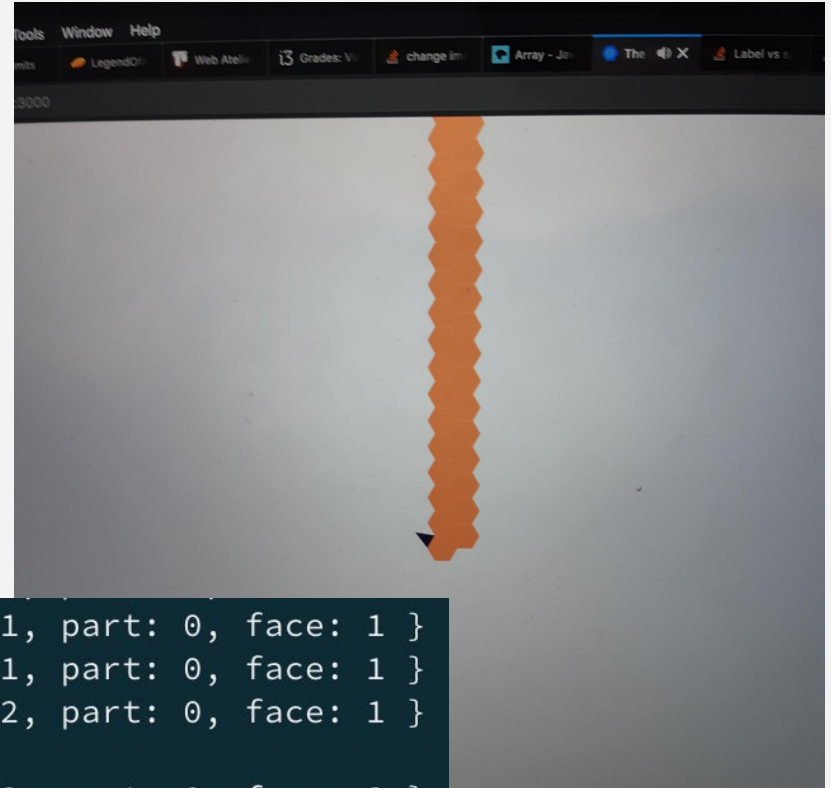
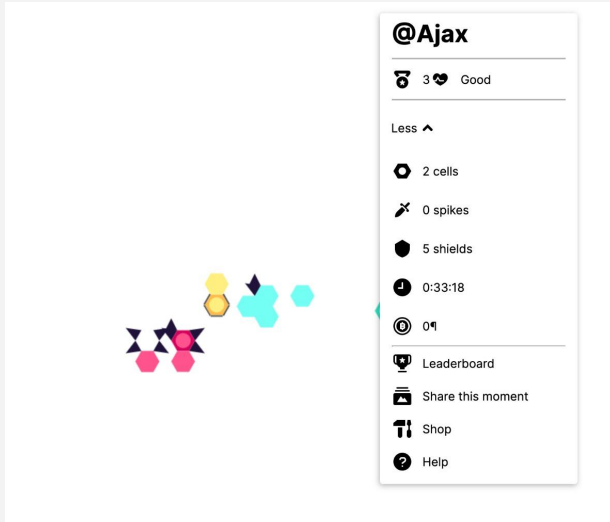
Rendered world and players

Multiplayer support (sockets)

Improved UI

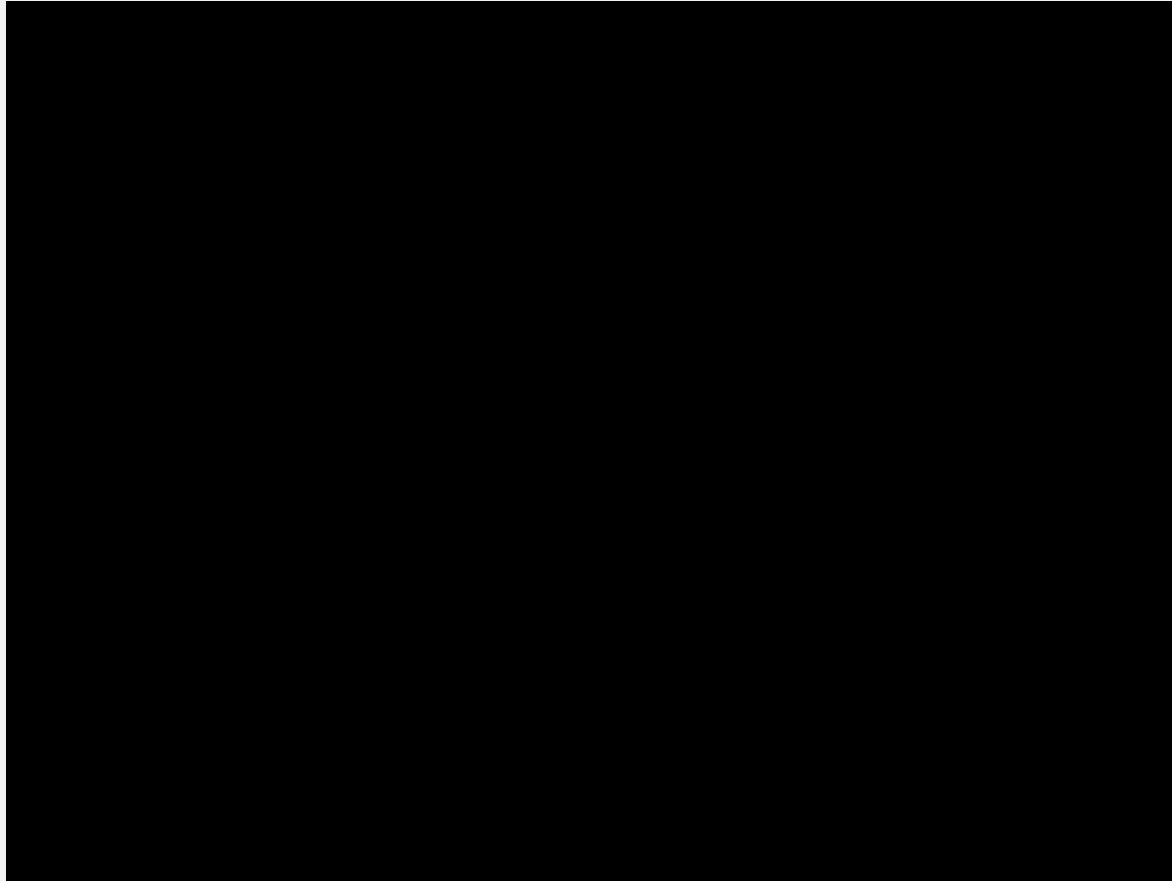
Editor for player upgrades

Bugs



```
Error (code -2 ) attaching part { type: 1, part: 0, face: 1 }
Error (code -2 ) attaching part { type: 1, part: 0, face: 1 }
Error (code -2 ) attaching part { type: 2, part: 0, face: 1 }
The universe broke
Error (code -2 ) attaching part { type: 2, part: 0, face: 3 }
Error (code -2 ) attaching part { type: 2, part: 0, face: 1 }
Error (code -2 ) attaching part { type: 0, part: 0, face: 1 }
Error (code -2 ) attaching part { type: 2, part: 0, face: 3 }
```

The first result



Live demo!

<https://legendofajax.fun>

What's next

Test, test, test

Polish existing features

Finish implementing collisions

Finish mouse-driven editor

Resources realization

Structures design & realization

Resources - work in progress

Health



Restore health

Structures & body parts



Build new cells, parts or structures

See you next monday!