



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

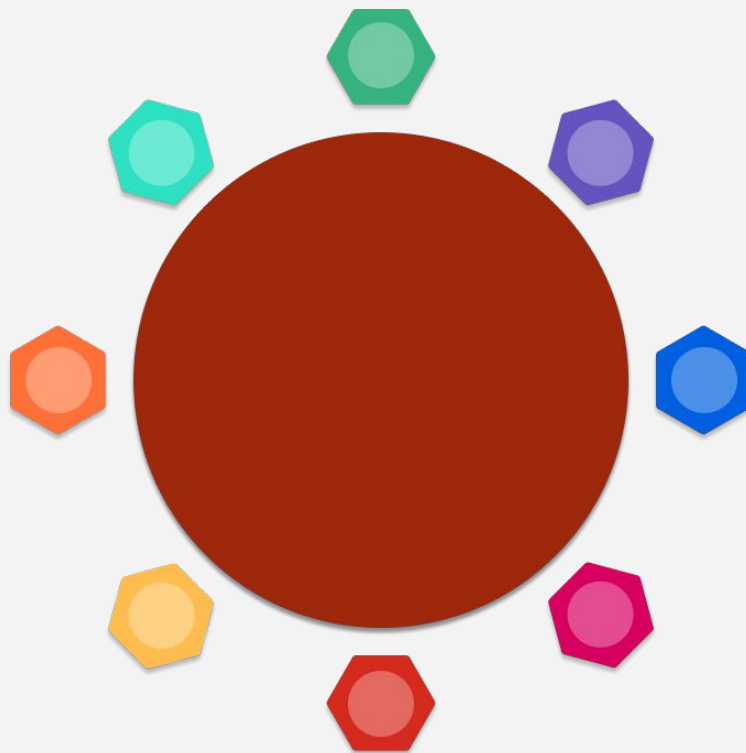
Roles and tasks rough division

Defined basic game concepts and structures

Web-server

Login page and initial game engine draft

Who is the leader?



The project

Multiplayer browser game

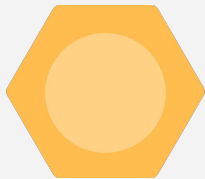
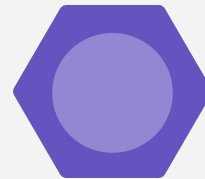
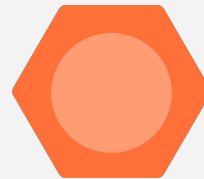
Collect resources

Improve your character

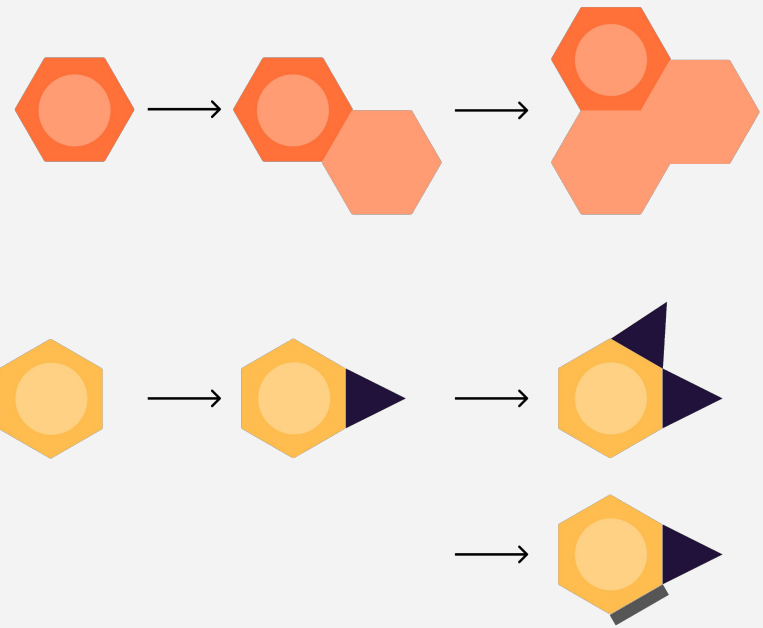
Build structures

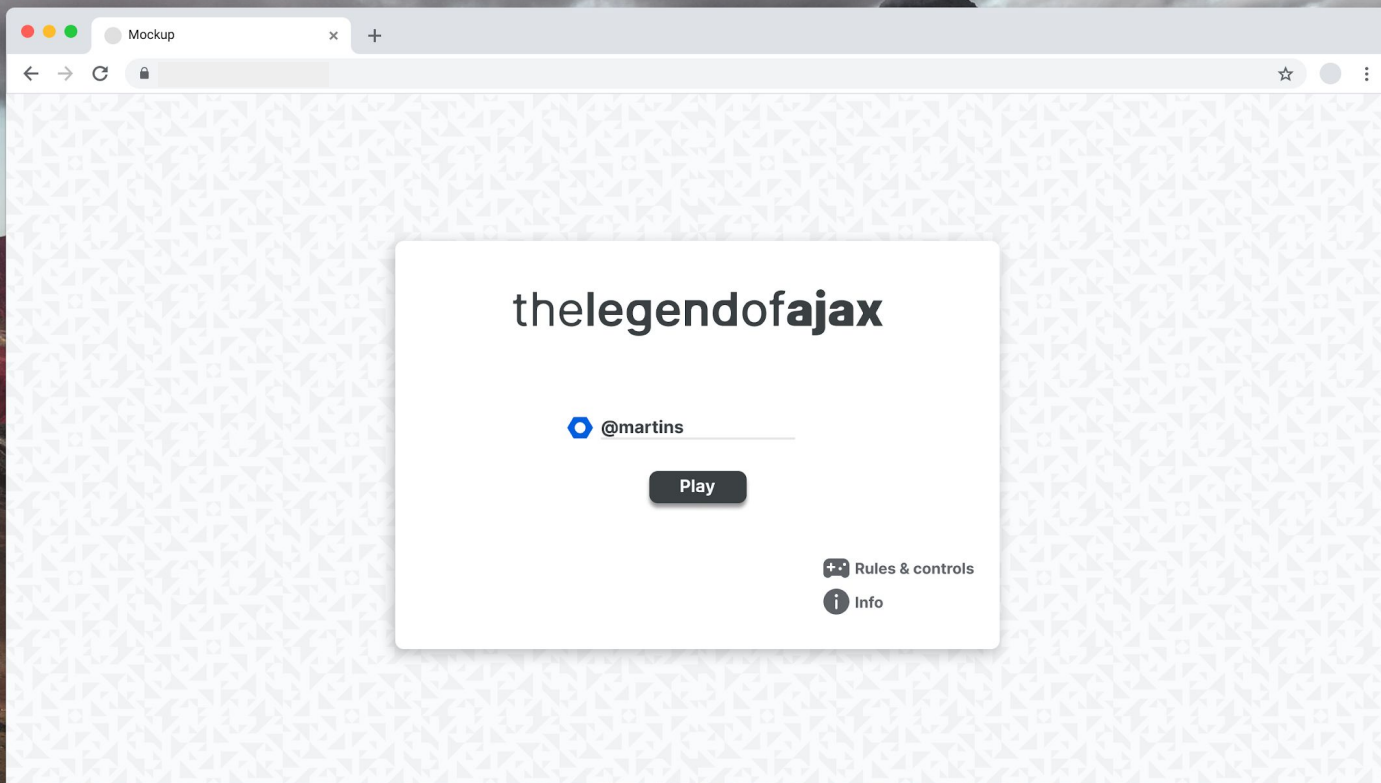
Defeat other players

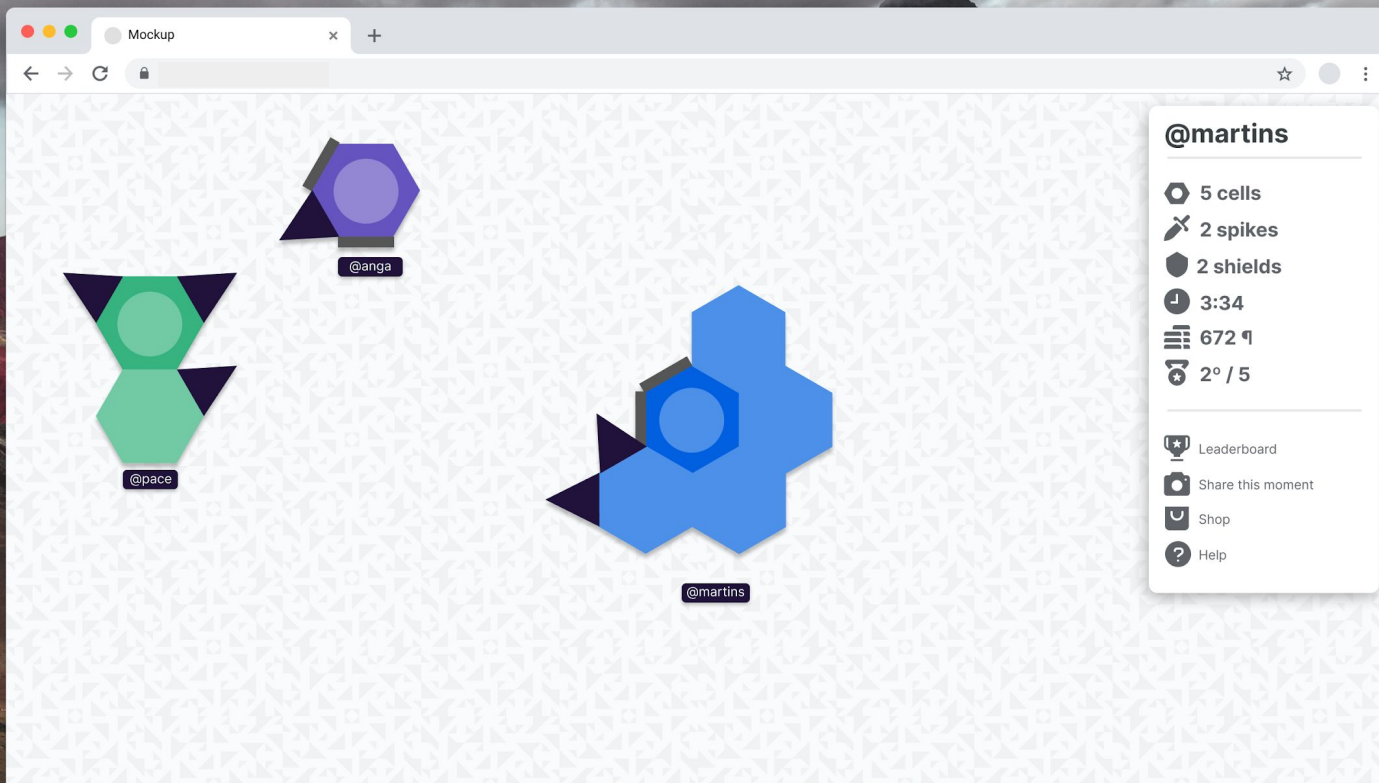
The character



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...



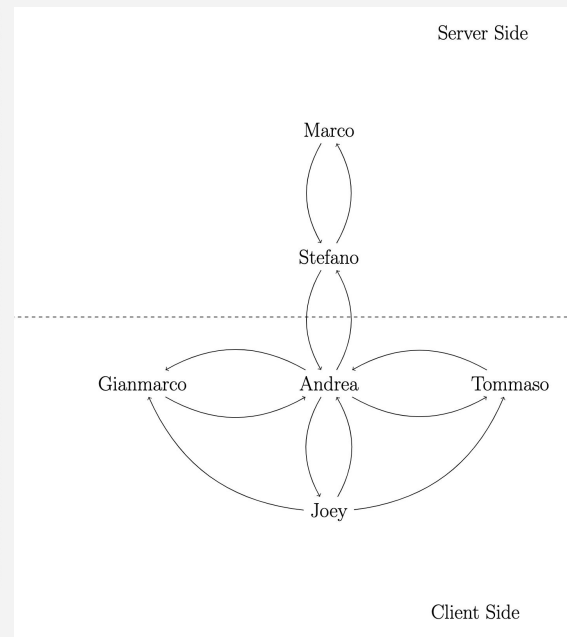
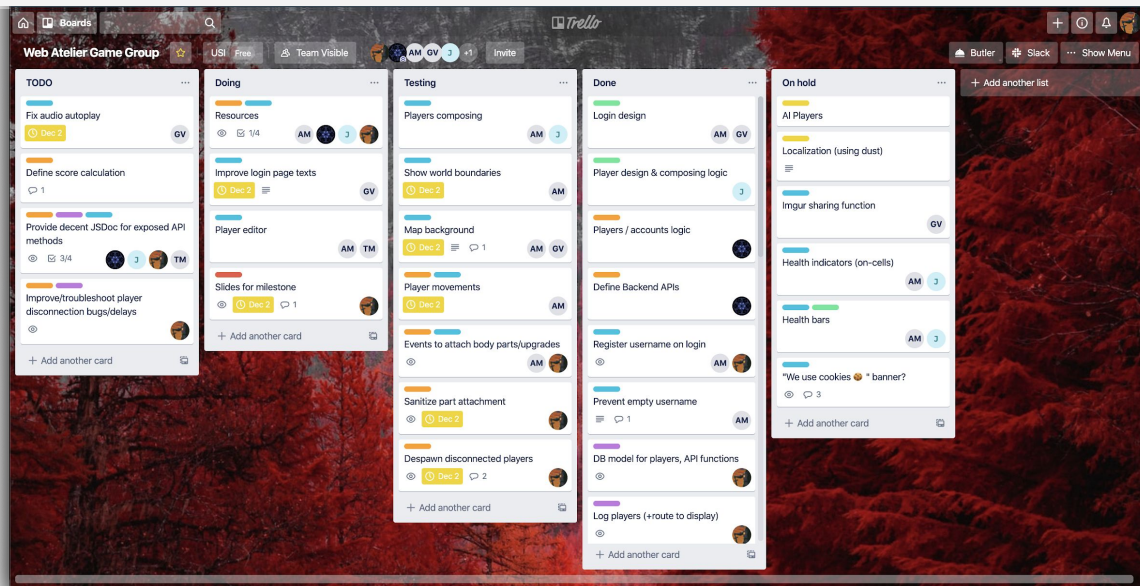
Milestone 2 - 02.12.19

What we've done

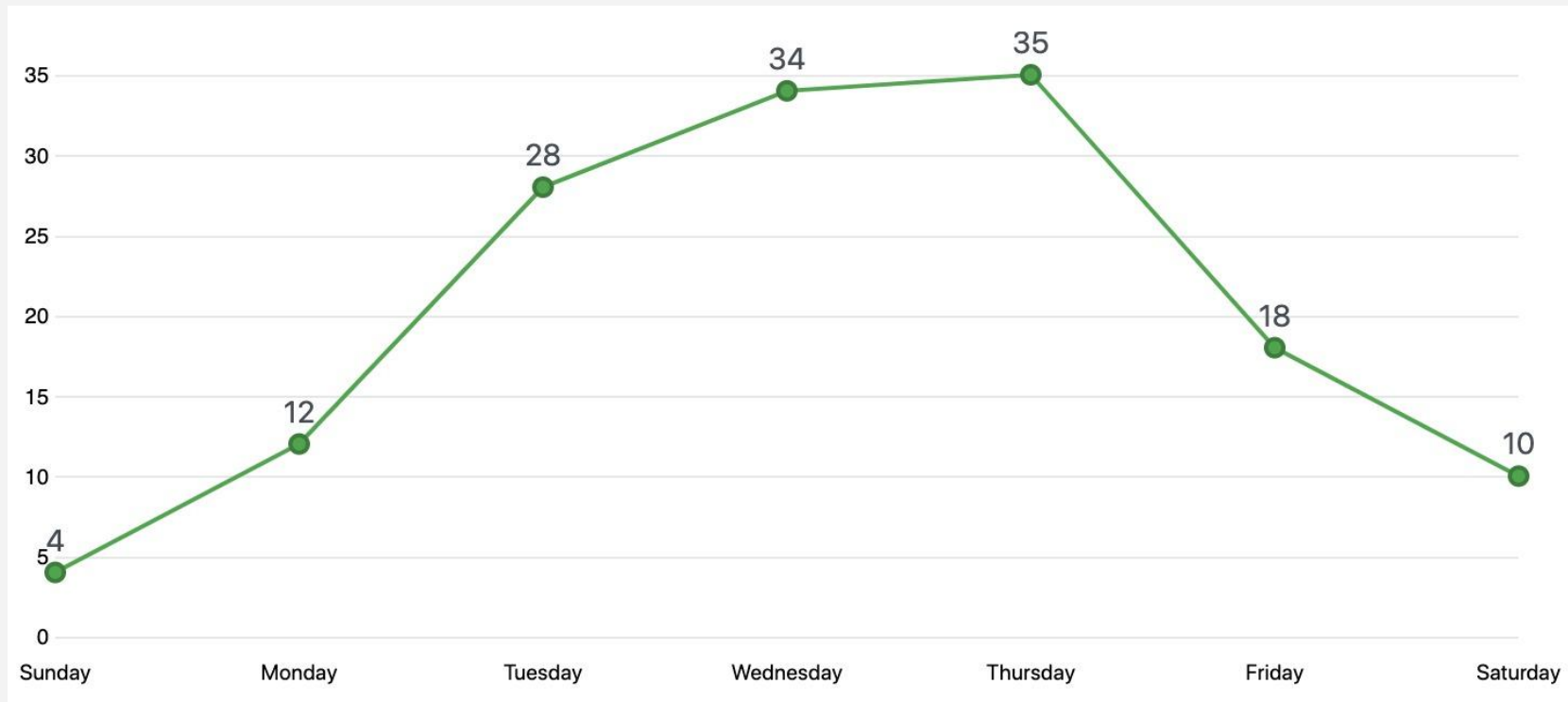
Coded



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

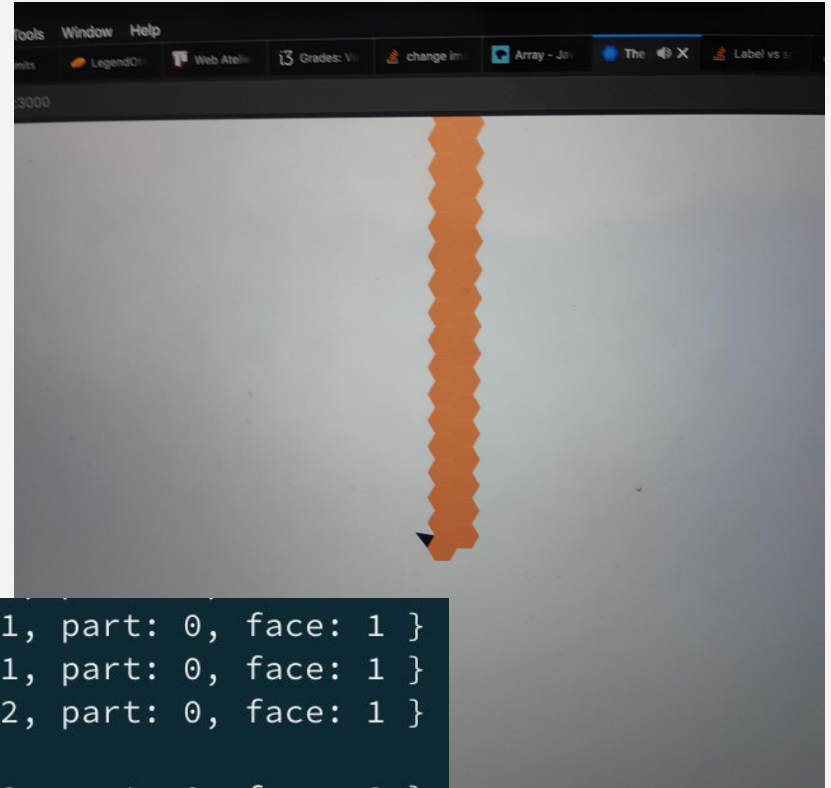
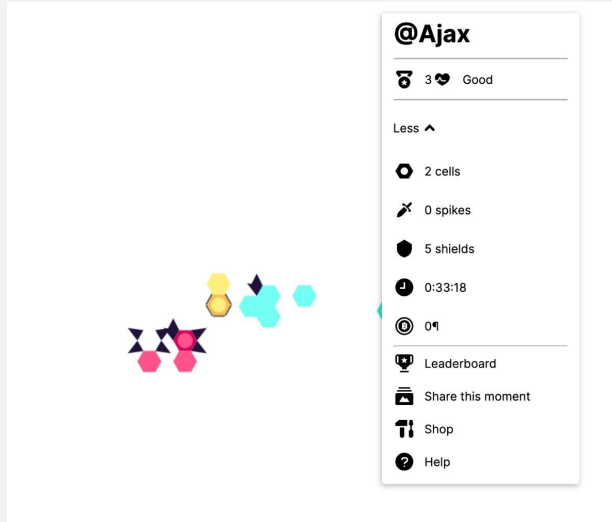
Rendered world and players

Multiplayer support (sockets)

Improved UI

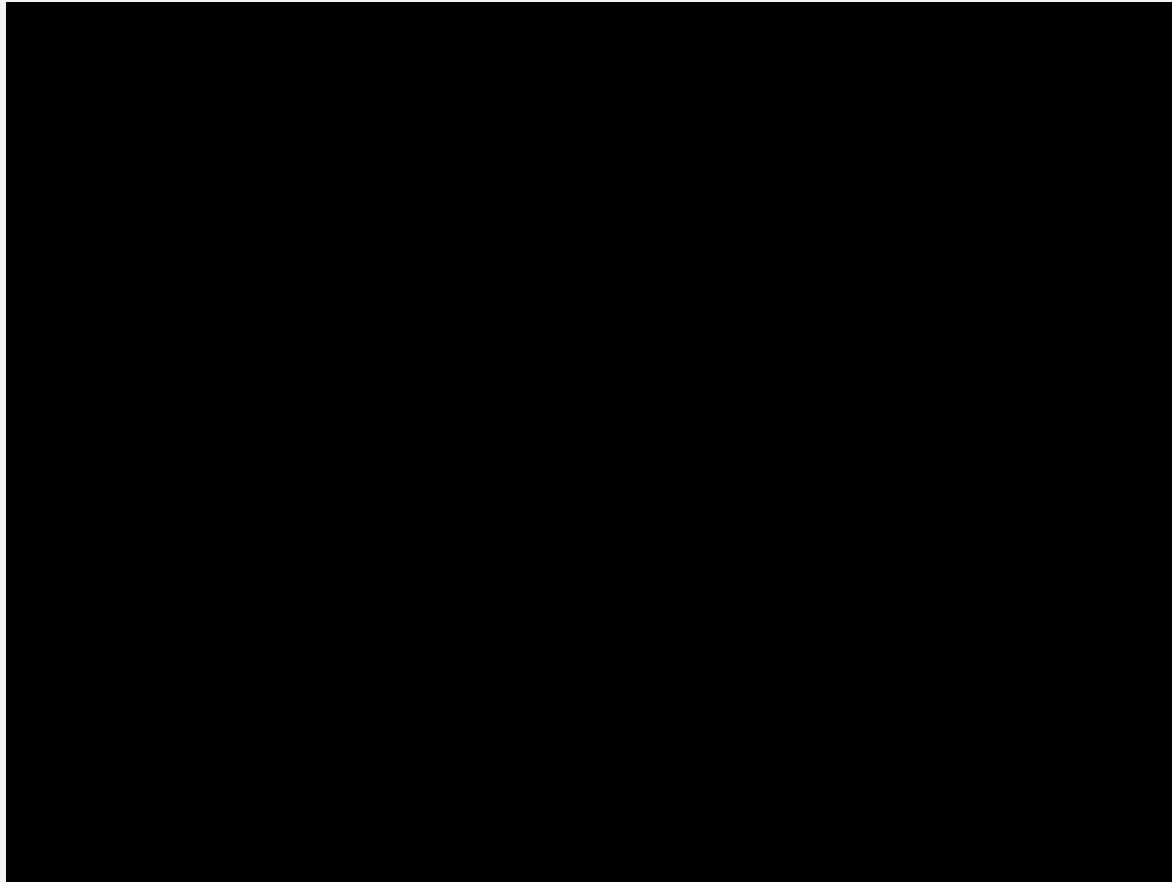
Editor for player upgrades

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



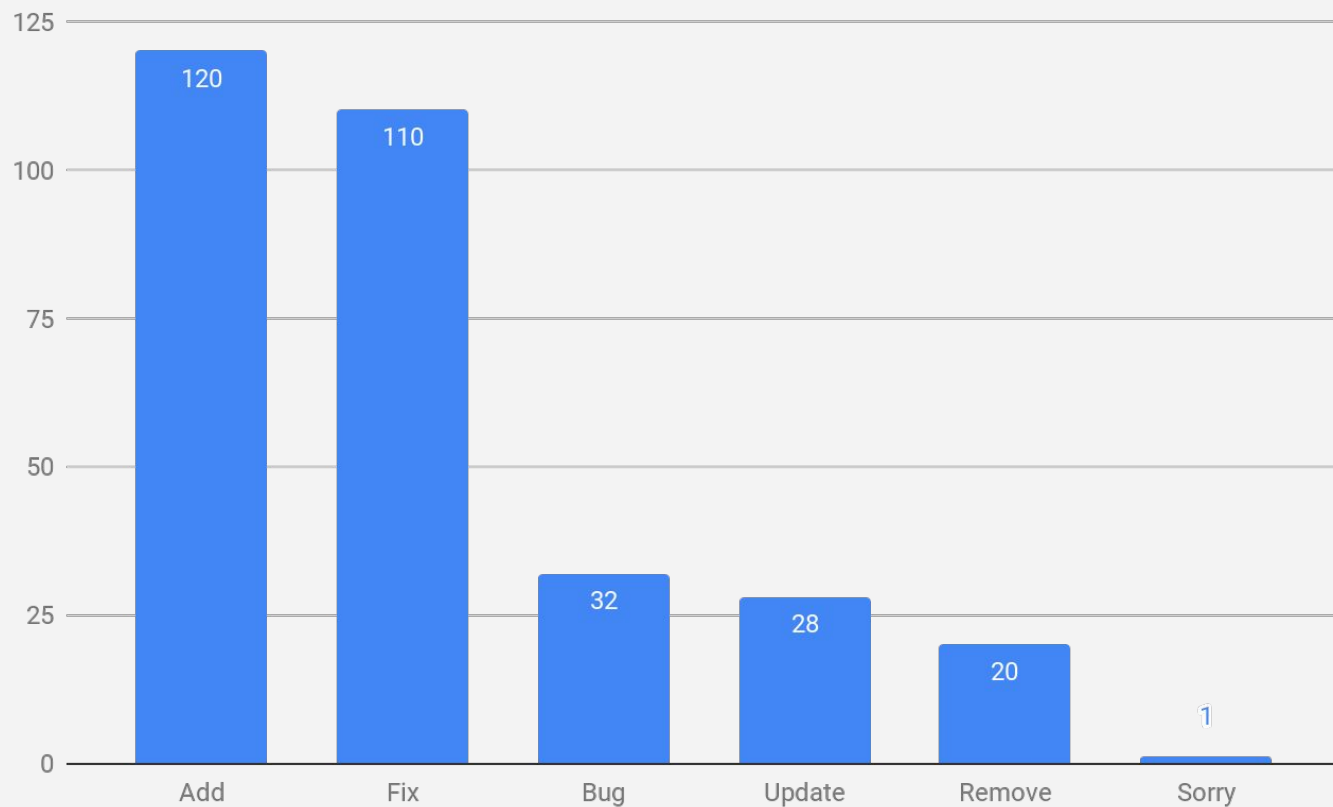
Build new cells, parts or structures

See you next monday!



Milestone 3 - 10.12.19

Commits by keyword (508 total)



Last updated
Dec 10 at 13:07

What we've done

Server-side

Added validation, improved stability

Improved collisions

Support for parts removal

Moments sharing API

Client-side

Mouse-driven editor and distance check

Minimap

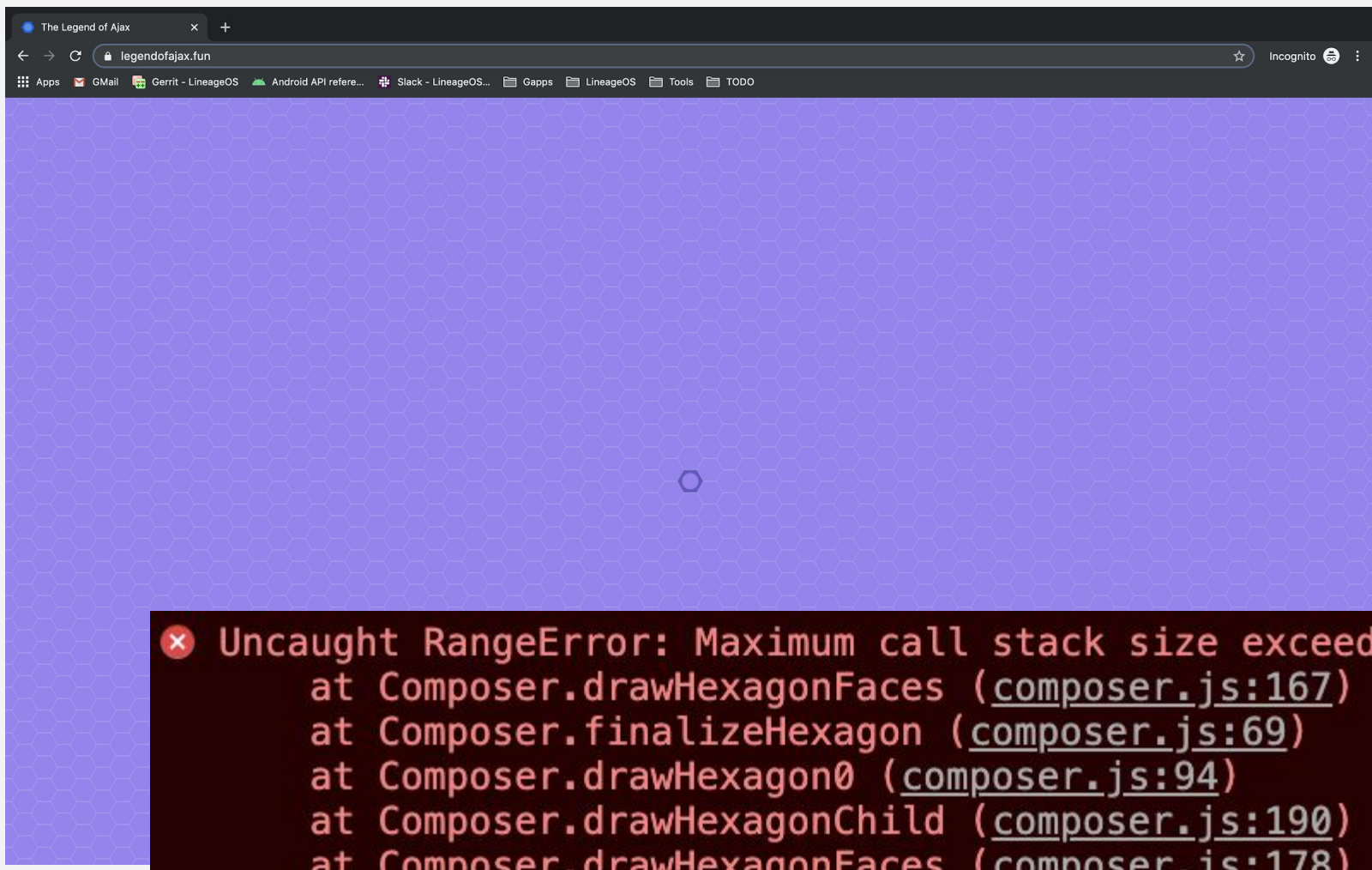
Game snapshots and sharing

Game over and error pages

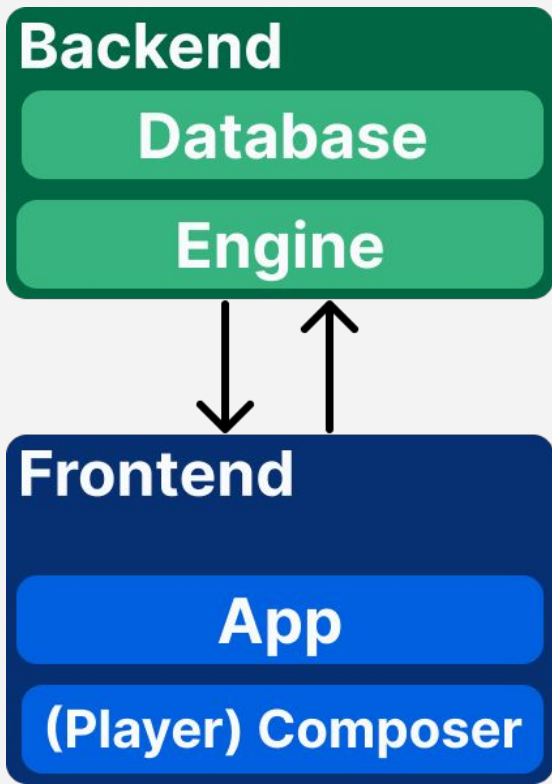
Both

Fixed bugs

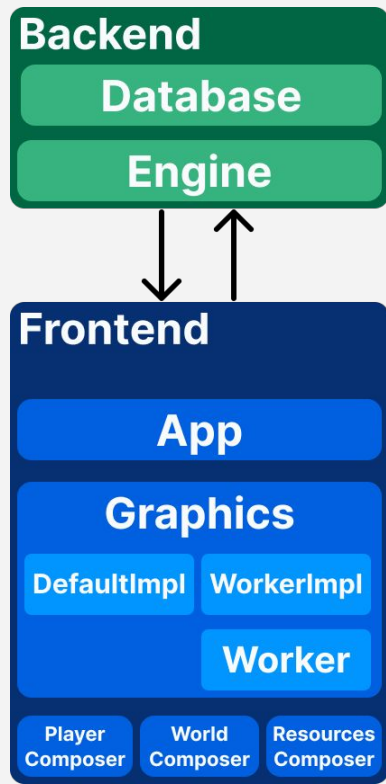
Implemented resources



New graphic stack



Before



After

Live demo!

<https://legendofajax.fun>

Post-demo note: crashes should be less frequent now and the server should properly restart. There were a couple of typos and null value that shouldn't have been null.

What's next

Finish resources

Improve leaderboard page

Finish the minimap and finalize design

Test and optimize performance

Redirect IE clients to chrome download page

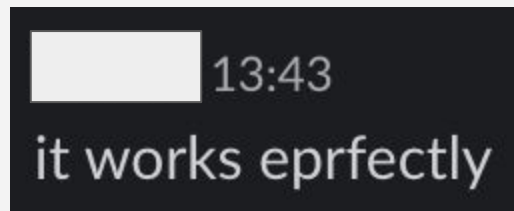
Bouncers, structures, ...

See you monday.next()!



Milestone 4 - 16.12.19

Final result



What we've done

Server-side

Predictive movement

Defined score formula

Enforce HTTPS

Both

Fixed bugs

Implemented costs for parts

Leaderboard

Client-side

Improved leaderboard

Minimap and resources

Prevent page refresh

Notify user of invalid operations

Worker implementation for Chrome

On-cell health indicator

Live demo!

<https://legendofajax.fun>

Thank you for your attention!