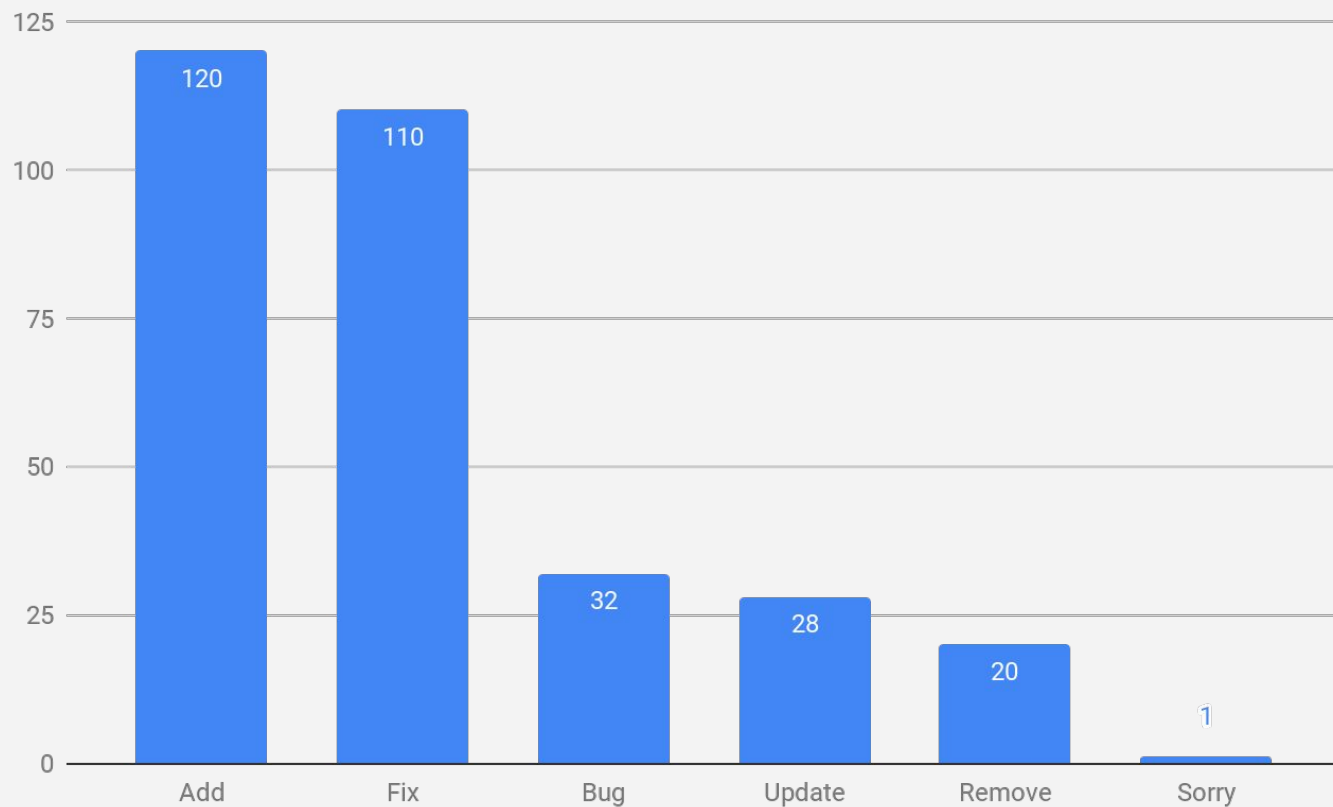




Milestone 3 - 10.12.19

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

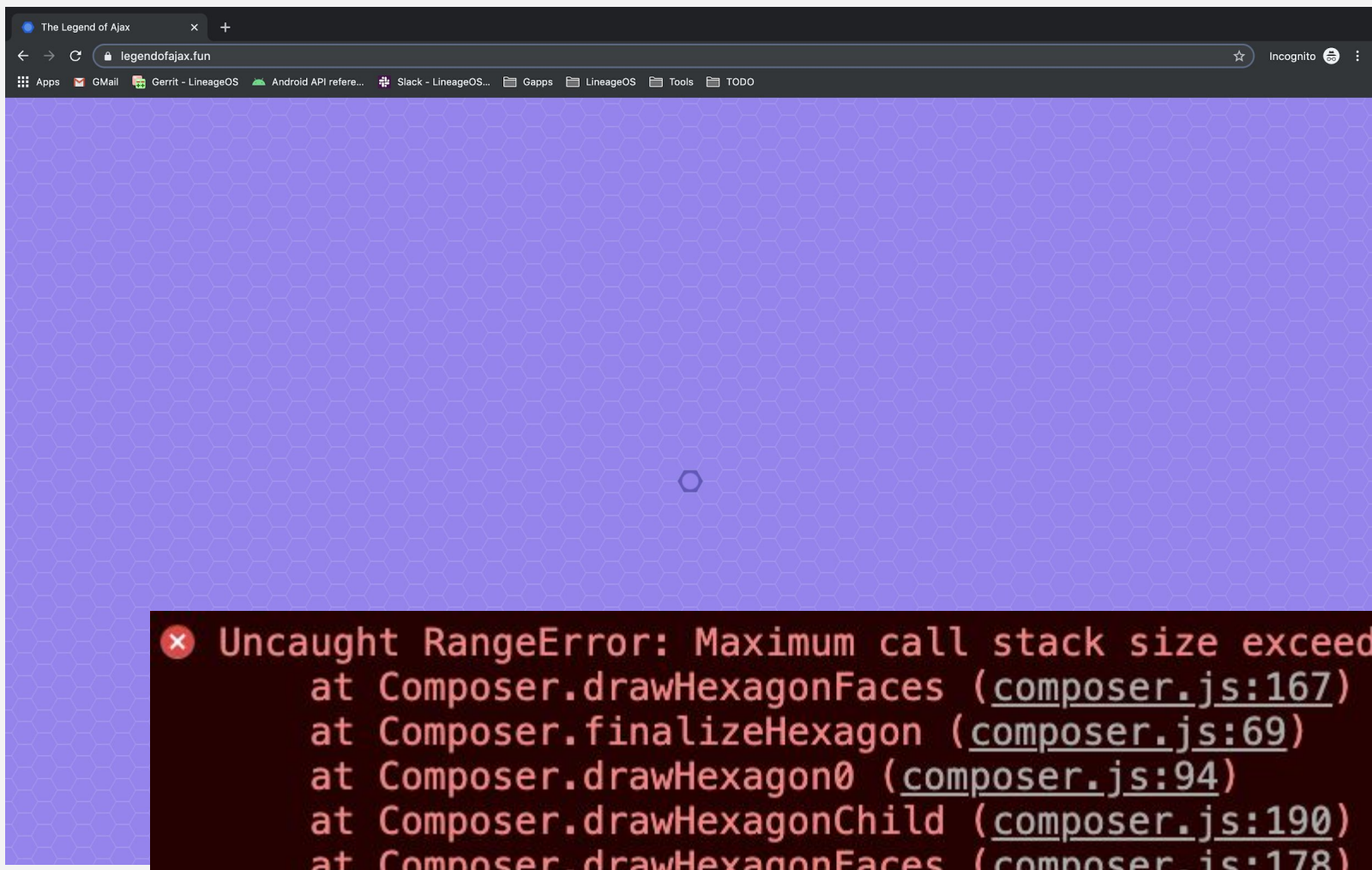
Game snapshots and sharing

Game over and error pages

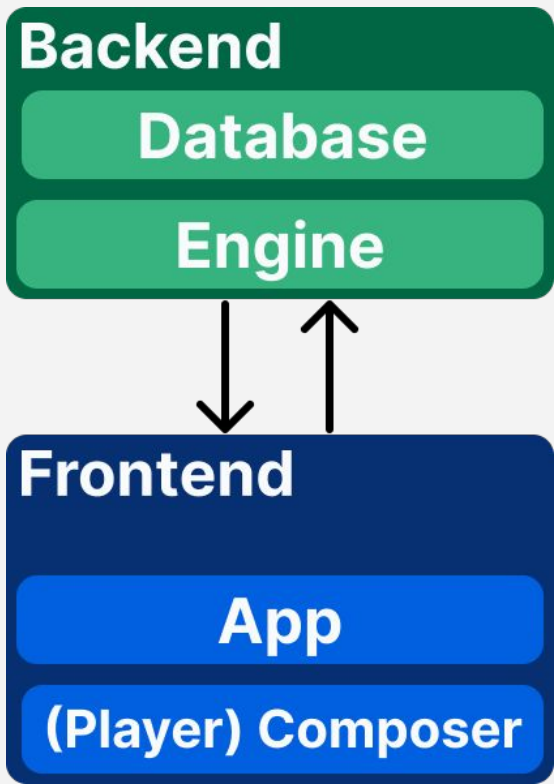
Both

Fixed bugs

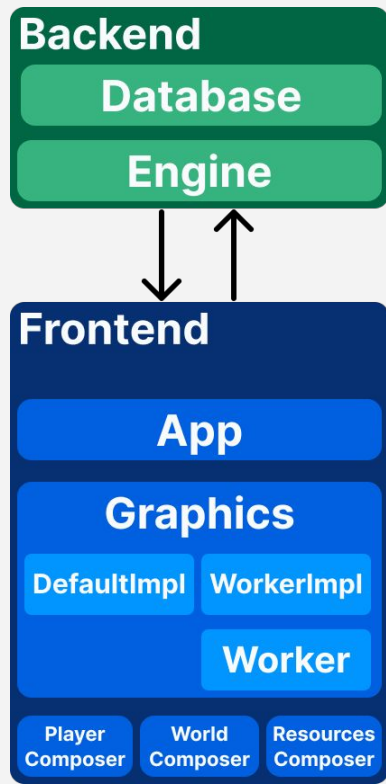
Implemented resources



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()!