

CU Dream Team

WarCrimes.io

CSCI 3308

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Project Milestone 3

Group 105-2

Working Features During Interview:

- Front End Prototype: Tommy ran a successful demo of our front end game interface prototype during the interview with Keval in which he demonstrated our working front end features including:
 - Unit movement
 - Unit Battles
 - Resource Collection
- Integration Layer: Gunnar presented the websocket code for our integration layer which included proxy servers that will be used to communicate between the front end and back end in order to host the project on the cloud and display our interface on a website.

Issues Faced:

- Integrating the RTS nature of the demo with the backend: We concluded that it will be too great of a scope to try and run an RTS style game on an MMO scale and decided to switch to a tile and turn based game moving forward.
- Relevant backend design: We are continuing to work on effective communication between the front end and backend in order to develop a database architecture that will work as needed in order to support the complexity of the front end.
- Website design and hosting: We are still working on our website design and though we did not have it ready for this demo, we plan on having a working website in conjunction with our next working demo.

Suggestions From TA:

- Does it break when you scale up resources to maximum? It's okay if it runs for a particular size, that's enough. Don't worry about scaling rn.
- Database- Do you have enough space on a single redis node to pull this off.
- Is it local? Don't worry about moving to cloud until you are done with everything.
- At least have a starter website, or landing page. You need a good starting point to get you into the game.
- What other features, leaderboard, game features, etc.?
- Have fun and learn things.