Bite Sized Dungeons

Team 24: Christian Perez, Louis Lim, Sooin Jung, Vincent Kurniadjaja

With outside help from: Alex Ruiz

Prototype 1: Core Gameplay Loop

Bite Sized Dungeon
Core Game Loop
Prototype
Click to Start

Question: How to represent a fight with multiple users fighting the same enemy?

Lessons:
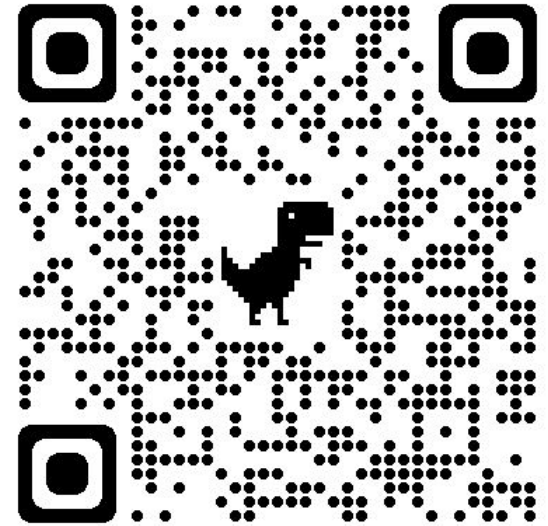- Additional resources to do actions
- More interactivity between players

Prototype 2: Deployment

Welcome to the Multiplayer Game!

Connected Users: 1

Using Node.js:
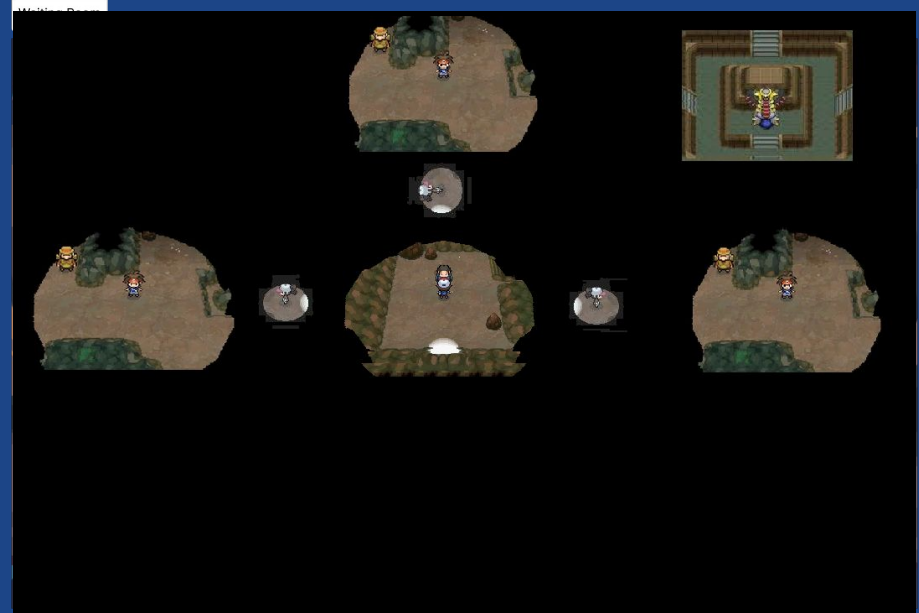**Phaser** frontend,
Express.js / **Socket.io** backend

Source Code:
https://github.com/umjunsik2002/web-programming

Question: How to host multiple users in a browser game?

Prototype 3: Splash - Main Menu

Main Menu

How much of the game's menu does the player need to understand to reach core gameplay

What is the first thing the player will see? No play button instead → Join Room

Keep UI Simple