Ping Pong Game

Sprint 1

Group 326
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Catalog

Part I

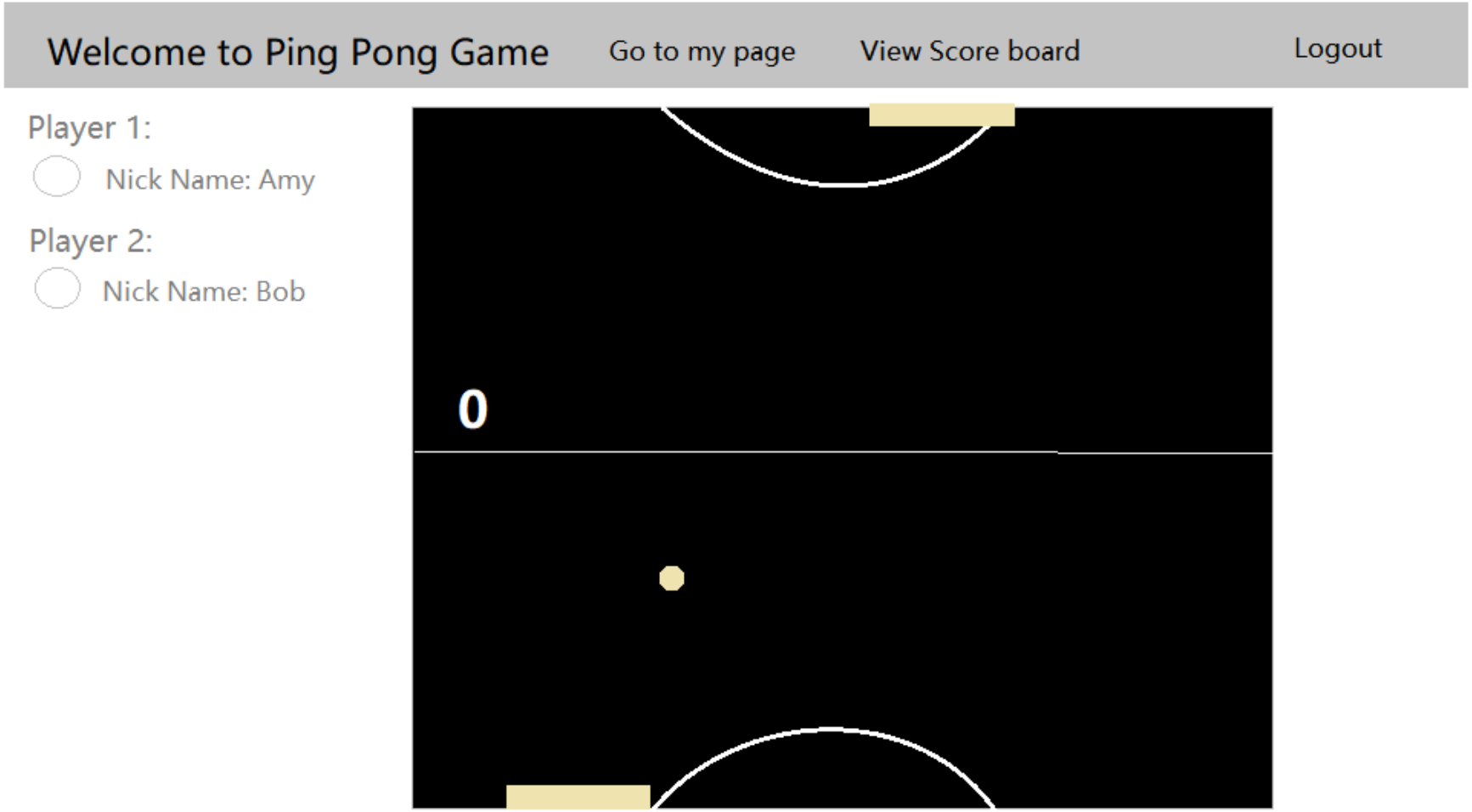
Part I Background

Background

- Overview of the project

Our project is a web-based online 2-D ping pong game platform which can support multiple users.

Background


Welcome to Ping Pong Game
Go to my page
View Score board
Logout
Player 1:
Nick Name: Amy
Player 2:
Nick Name: Bob
0

Part II

Part II Original Goals for Sprint 1

Original Goals for Sprint 1

- Building the overall website architecture including user registration, login, verification
- Building game coordinating logic, on top of Django channel group

Part III

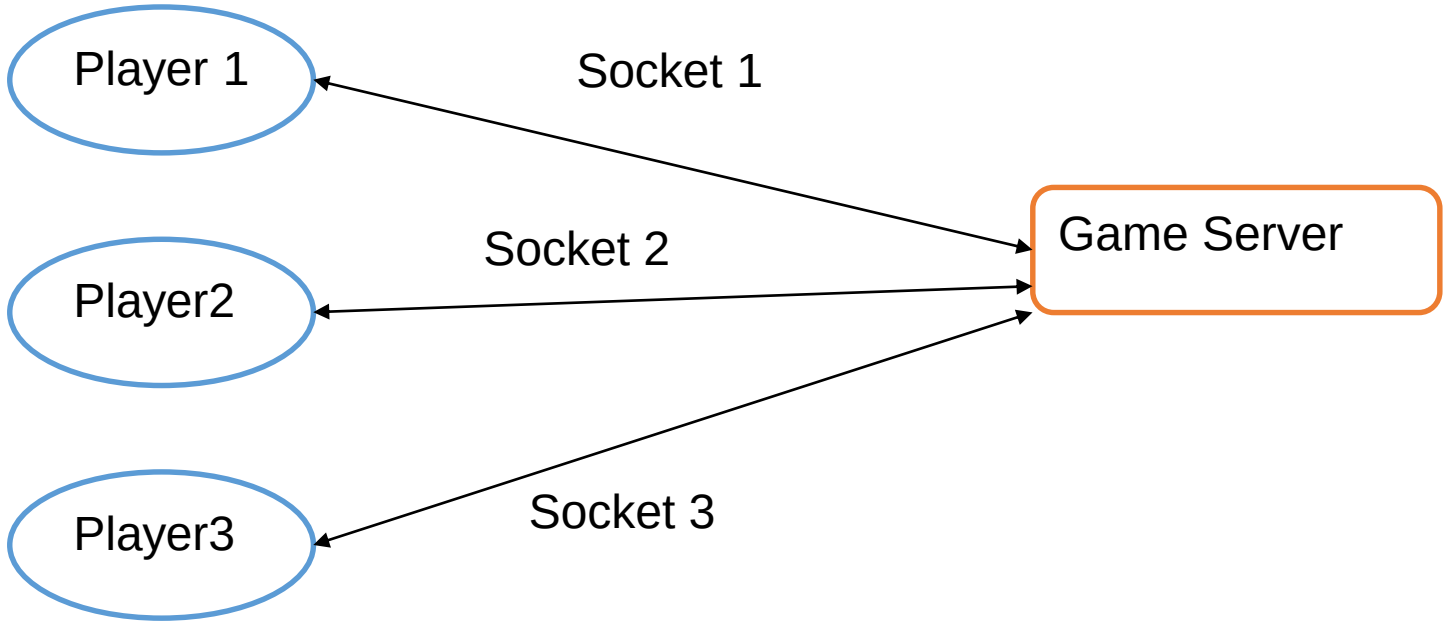
Part III What we have done

- Built overall website architecture
- Built game coordinating logic

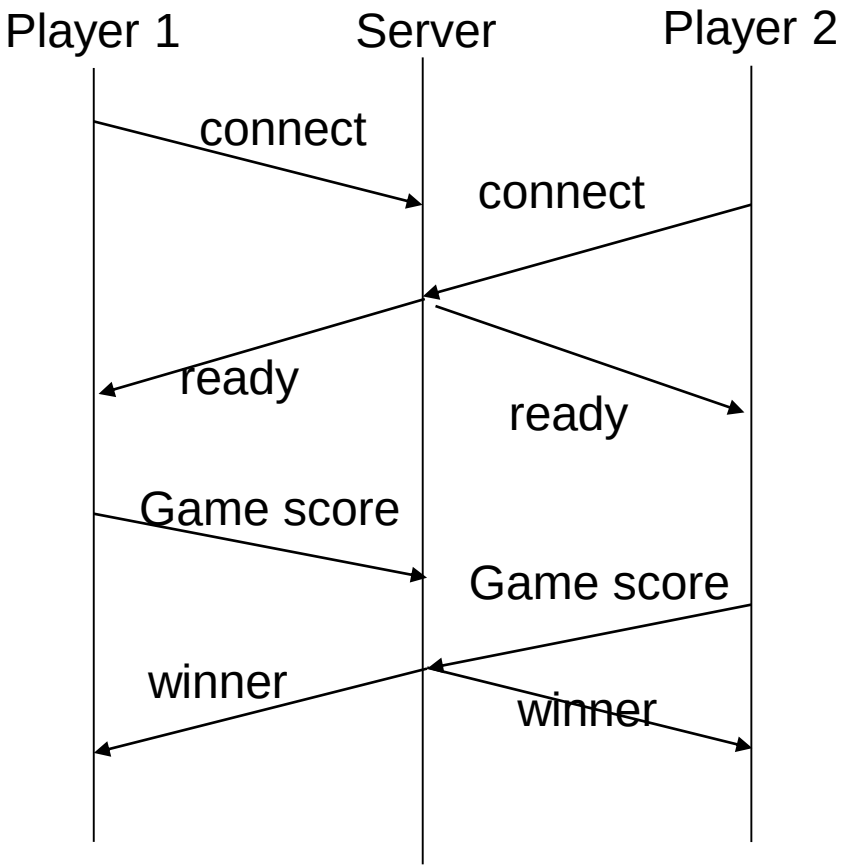
What we have done

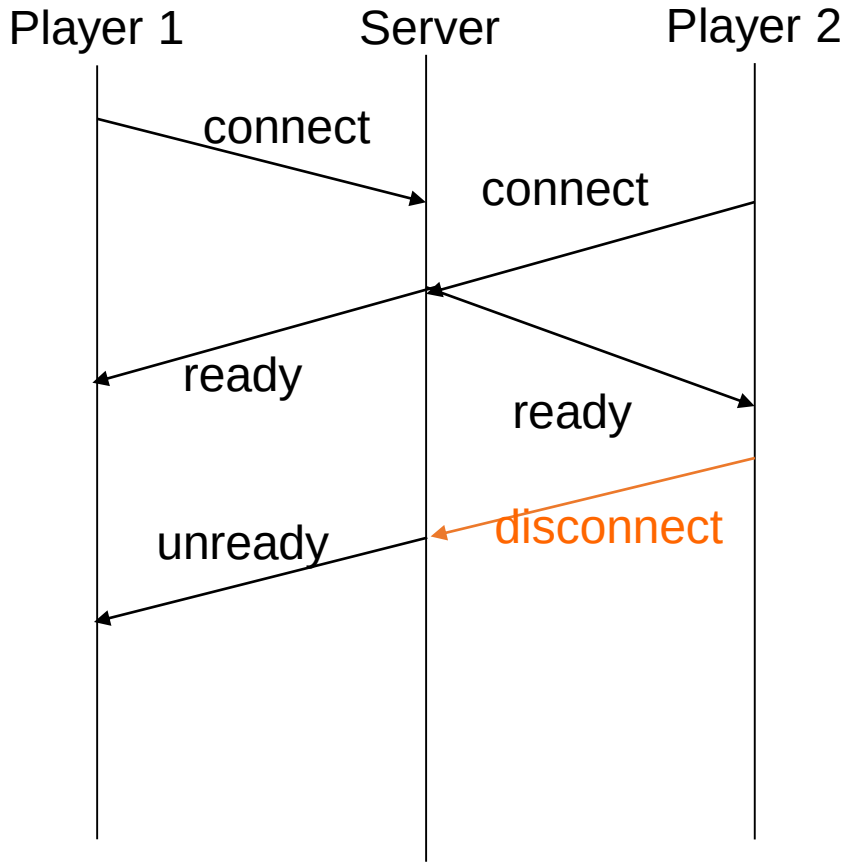
- Demonstration
- Built overall website architecture
  - HTMLs, link in pages
- Built game coordinating logic
  - User can create game room, randomly join a game or join by id
  - Only two user can join same room at same time
  - Now two users randomly generate a winner

What we have done



What we have done





Part IV

Part IV Problems encountered

Implementation of channels

Problems encountered

Problem: The logic to coordinate the game is hard to design with stateless channel.

Solution:

- server side use model to store the state (later we need to use cache like Redis to enhance throughput).
- communication: message use TYPE to indicate the message type.

Part V

- **Part V** Goals for next sprint
  - Implement Game logic
  - Refine game logic

Goals for next sprint

Implement Game logic

- player controls a bar to bounce the ball to opposite player
- the user lose 3 points first will lose the game

Thank you!