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October 9, 2016

Team Progress Report

This week’s report is as follows:

We progressed quite a bit this week. After coming with the starting model for the game, we have each coded and finalized the ship traversing logic for the islands.

We were quite stumbled by how would we make the game multiplayer since we did not have the complete idea as to what exactly should we do. We then approached Professor Paul to get our questions answered. We were not sure if the multiplayer model should be on cloud or on premise. Professor said that it should be an on cloud deployment and that these concepts will be covered later this semester. Having said that, we have finished the first model of our game with 6 islands. It is now a single player game. It will soon be a multiplayer game as the semester progresses.

Summary:

* Finished the single player game model
* Met with the professor to discuss progress of the game and get other questions answered
* Researched on how to make the game multiplayer using Docker and Amazon Web Services