Initial Requirements

By

Raul Zuniga, Denise S. Gan

Dayana Joseph, Jie Zhou,

Firdaus Botirzoda

## Purpose

The purpose of the system is to provide a fun online multiplayer first-person shooter experience. One feature of the game that will be provided is two player options: one player or two players. The actions provided for the player will include the ability to run, jump or shoot. Players will be playing in a map in which there are enemies roaming around it. Enemies can destroy the player(s) either by touch or with a gun. The players will also have the ability to shoot each other. The game will end for the player when the exit for the map is found.

## Functionality

The animation of the game will be provided by the commercial JavaScript Game Engine called Impact JS. A commercial license has been generously provided for the group for free by Impact.js. This license can be shared among the group. The graphics, including maps and characters, will be provided using the Weltmeister Level Editor that is packaged with Impact JS. A software controller script will be written in Node JS, a JavaScript runtime built on Chrome’s V8 JavaScript engine. It uses an event-driven I/O model that makes it lightweight and efficient. The multiplayer action will be provided using socket.io, which is a real-time connection library that is included in npm, Node.js’ package ecosystem which includes a large collection of open source libraries.