

Bright Subway Surfers: Harry Zhu, Andrew Piatetsky, Shinji Kusakabe, Brianna Tieu

SoftDev

Final Project

Target Ship Date : 2023-09-28

Roles:

- Server Side (handling clients): Andrew, Brianna, Harry
- Rendering/Front End: Shinji, Harry
- Droplet: Andrew

Program Description:

- Game similar to the Google dinosaur run, however it is multiplayer and the characters are different colored monkeys. There will be a link given to each player who will then be able to invite a friend and race that other person. The player dies when they hit an obstacle or their character is stopped when they hit one and the first person to reach the end wins.
- Maybe they can interact with the other players' obstacles/path (extra).

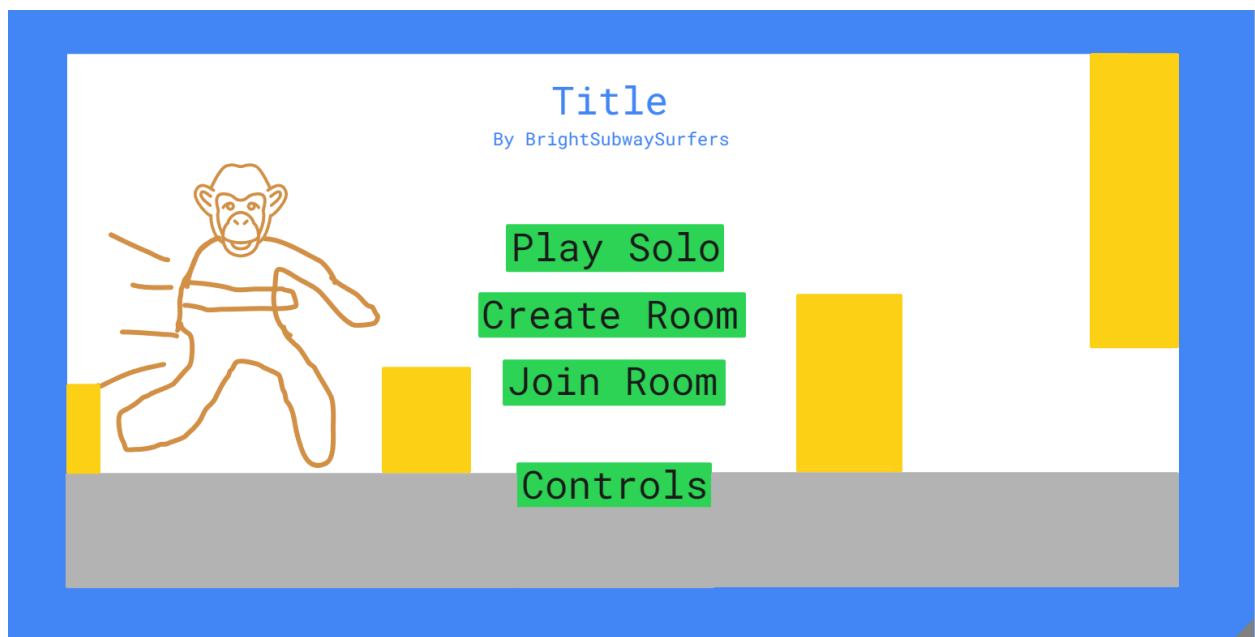
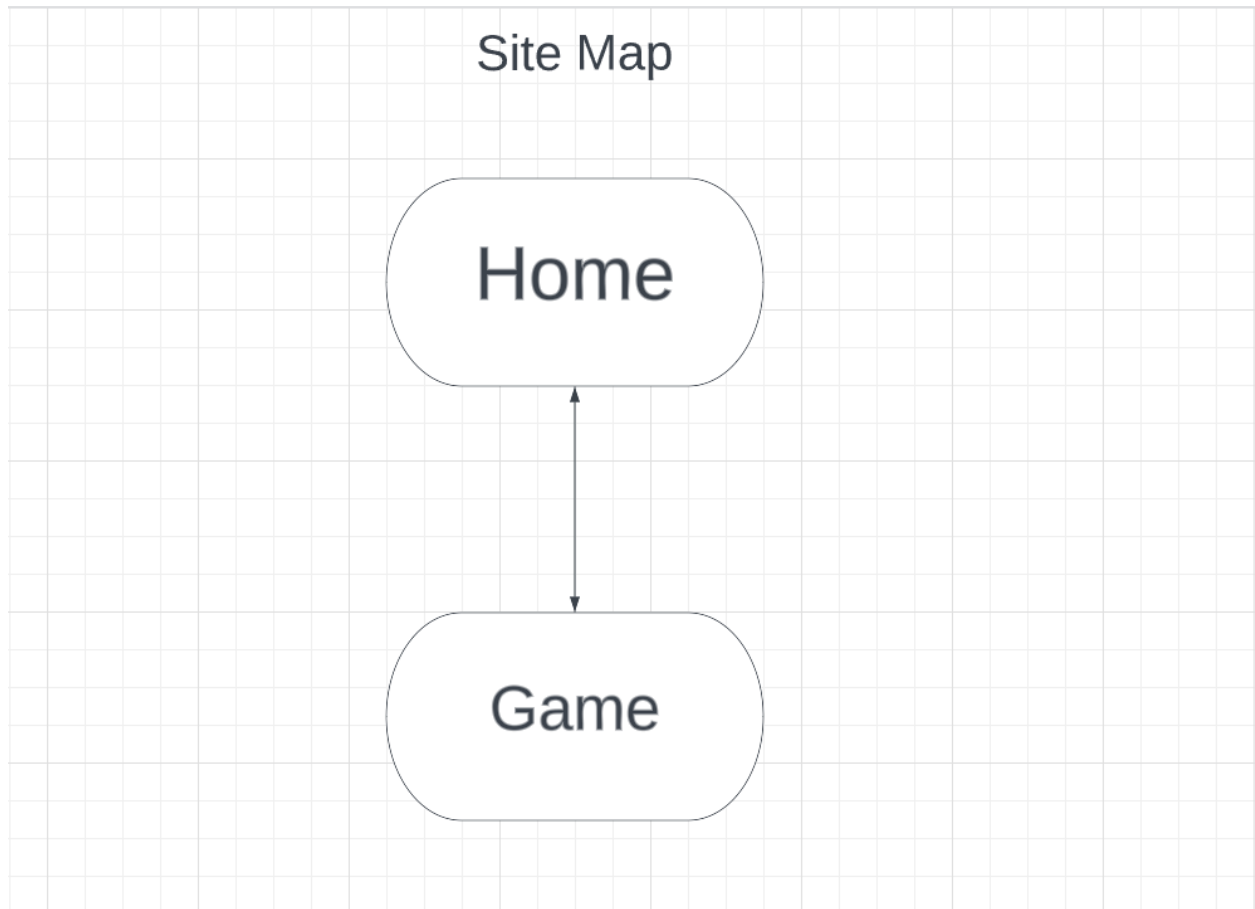
"Launch Codes"

Program Components:

- **app.js:** app.js handles the app's functionality
- **package.json:**
- **game.html**

Component Map:

Site Map:



Tools/Libraries/APIs:

-Node.js: Use it instead of flask for our app to run in real time without having to refresh the page

-Websockets: For faster/real time communication between player(s) and server.

Both are asynchronous, which is good for running our game quickly and smoothly as functions can run simultaneously and we don't have to request information from one side before pushing it from the other each time.

Site:**Front End Framework:** Bootstrap

- Members have prior experience with Bootstrap
- Preferred stylistic elements

Sources

- Websockets: <https://ws.ryanl.au/>
<http://one-pager.ychan.tech>
- Nodejs: <https://fefifofaiza.github.io/>
<https://legendaire1.github.io/>
<https://don-bi.github.io/node-pager/>