Team Members

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STACSHACK 2020

DUNGEONS & NO DRAGONS

OVERVIEW

▸ Built an online multiplayer game using Javascript

▸ Each player is fighting against itself and the mobs

▸ Once the player has killed a mob, coins at that location can be collected

▸ We have the option to customize and create our own maps using the Map Editor

▸ Mobs use A* search to detect players

TECHNOLOGIES USED

▸ Built entirely using Javascript

▸ Deployed using Heroku

▸ Built several features from scratch including:

▸ Game Engine

▸ Simple 2D Physics Engine + Collision Detection

LIVE DEMO

FUTURE PLANS

‣ Improved graphics and animations

‣ More efficient path finding for faster performance and this will enable more mobs

‣ Vendor buying and selling based on how many coins the user has collected

‣ 4+ directional changes in perspective (rotating the camera in different angles)

THANK YOU