

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

[HTTP://MULTIPLAYERGAME3333.HEROKUAPP.COM](http://MULTIPLAYERGAME3333.HEROKUAPP.COM)

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