Land of Wizards

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Game Story:

Land of Wizards is a massive multiplayer online role-playing game (MMORPG) where a player chooses a character of his own and joins an open world where he can run, interact and fight other players.
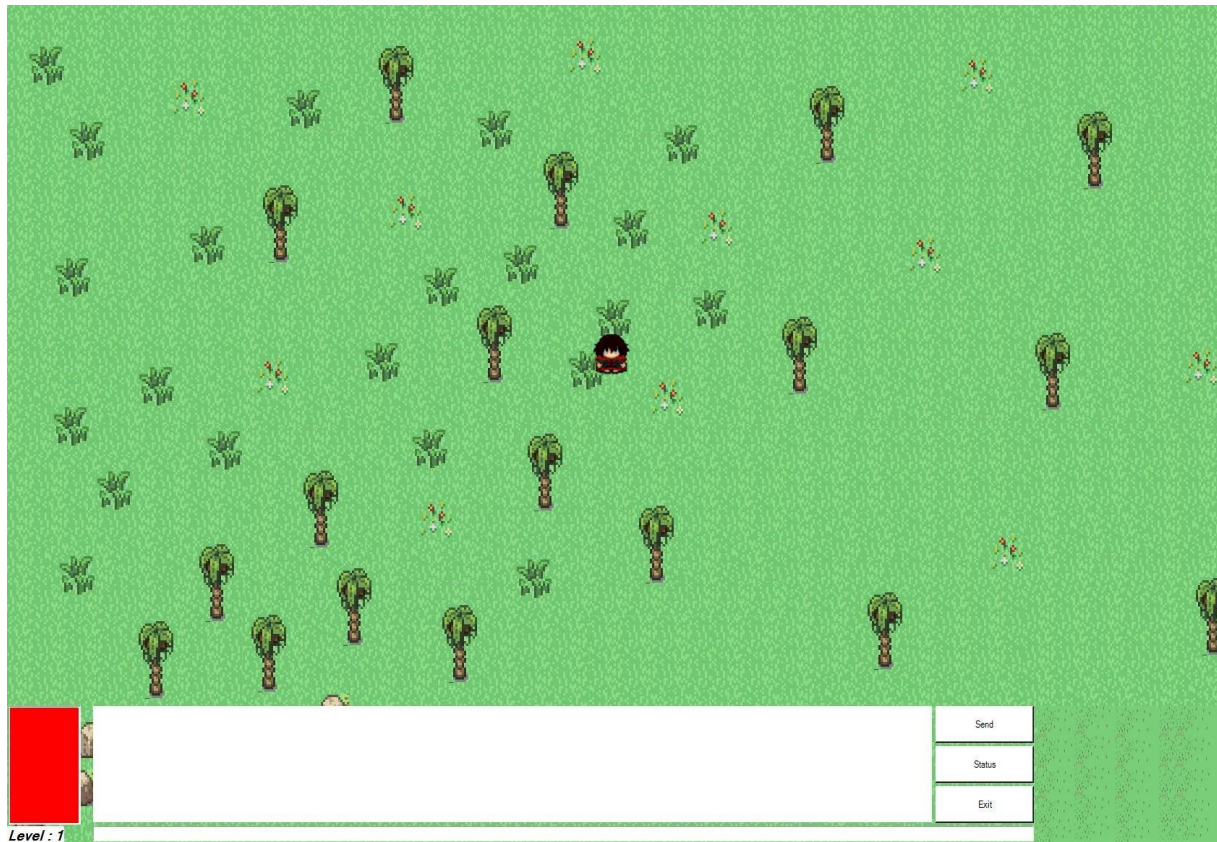
Features:

Players gain experience for hitting others and have limited hit point to fight other players.

Also, players do level up according to how much experience they have.

There are also combat mechanisms where players have limited attacking ability and range and have shields that protect them from incoming magical attacks.

User Interface:

Very simple and basic user interface for a MMORPG Game where there is a hit point box in the bottom left, a chatting area in the center of the bottom area, three buttons: Send, Status and Exit, a mini map in the bottom right and finally a level indicator with an experience bar in the bottom of the screen.

User Controls:

Players will use the W,A,S,D Keys to move there charters accordingly.

Players also have to use the mouse to point and left click to shoot in the mouse position, a right click will trigger the shielding ability.

User Guide:

Land of Wizards

User Name : _____

Password : _____

Server IP : _____

Connect

New Account
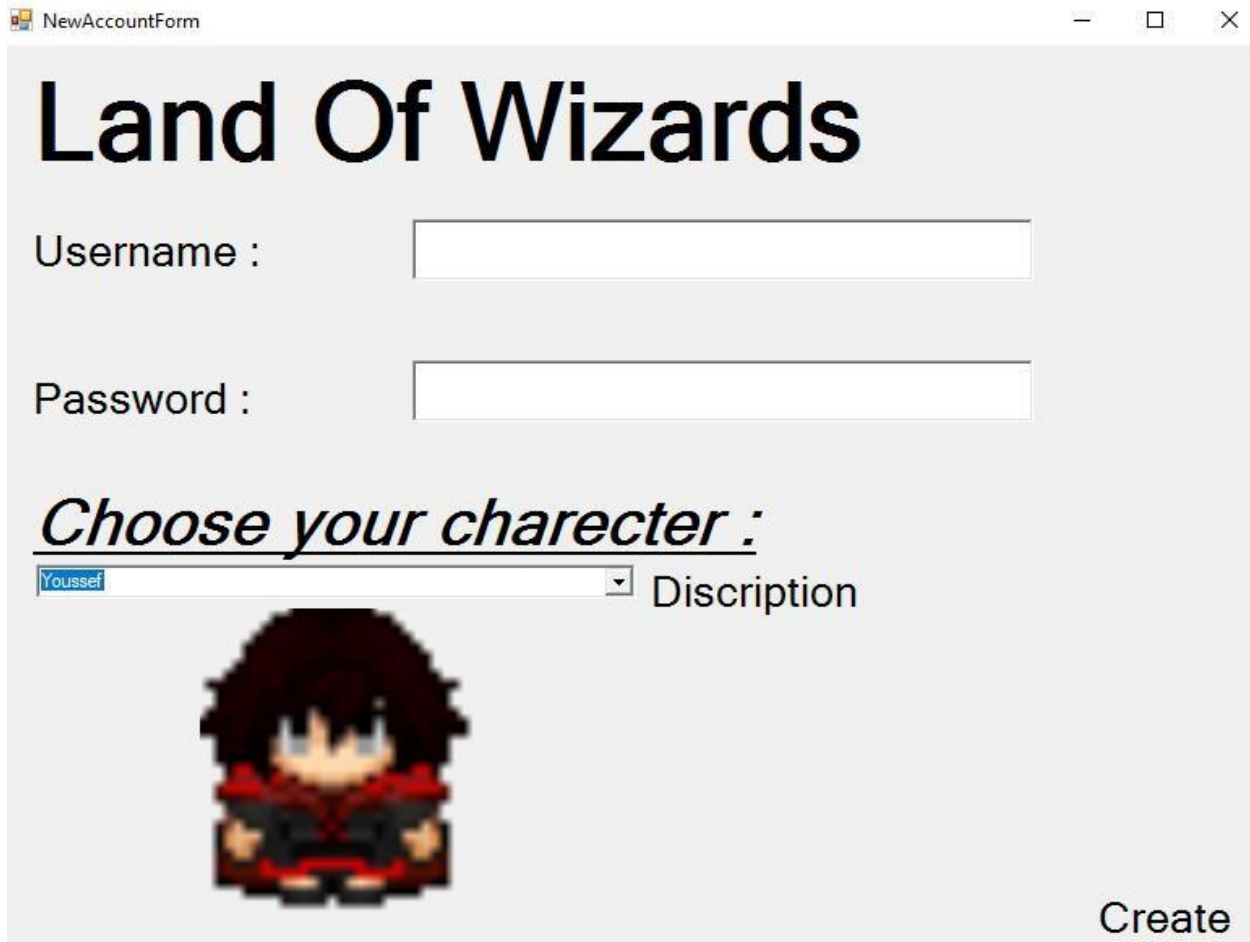Settings
Exit
Delete Account

Simple Login start screen where you enter username and password then press connect.

If user is new to the game and wishes to make a new account just press the new account button after he/she has entered the server IP. (if he forgets an error message will remind him).
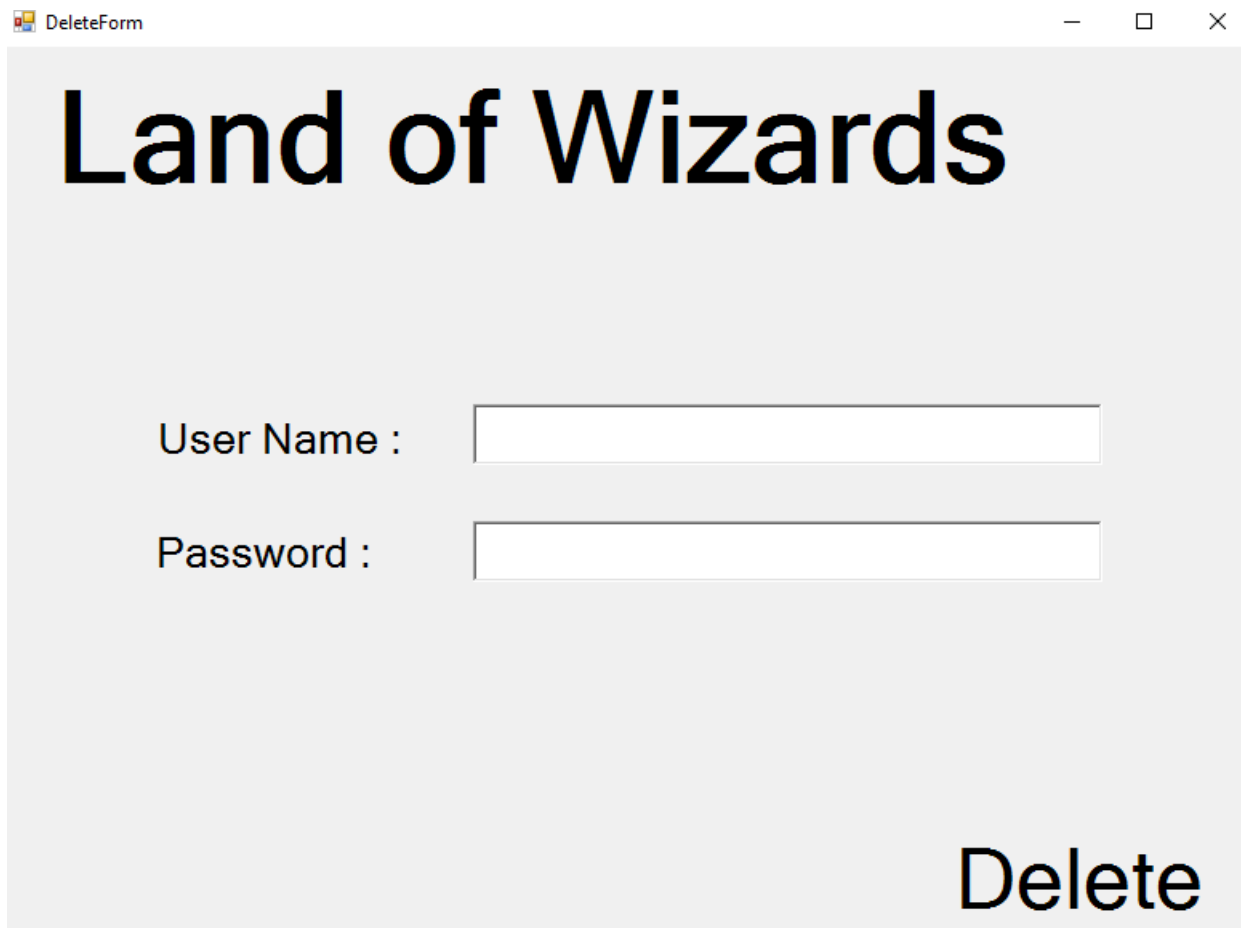
The New account form is also straight forward just entre a username and set your password

and finally choose your character out of three main characters.

The press create, which will take you back to the start login screen.

If you wish to delete your account just press the delete button also after you indicated the server IP.

Entre the username and password of the account you wish to delete and then press the delete key.

System Design:

System design provide player good experience because of the low latency and lag that will face players. Also, the game only demands a free bandwidth of less the 200 kbps download speed and almost 45 kbps upload speed.

Class Diagram:

Luncher — Class
- Fields
  - StartGame
- Methods
  - Main

StartForm

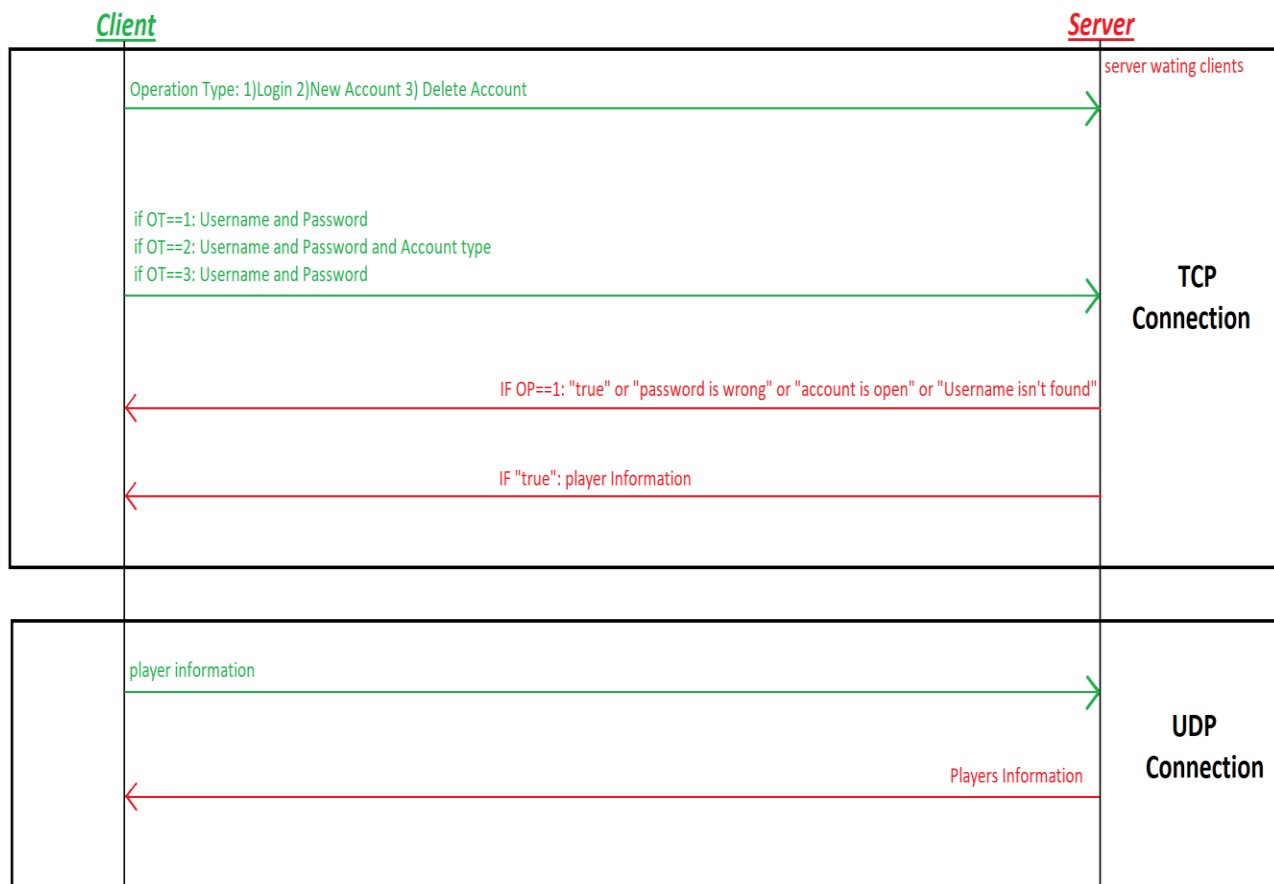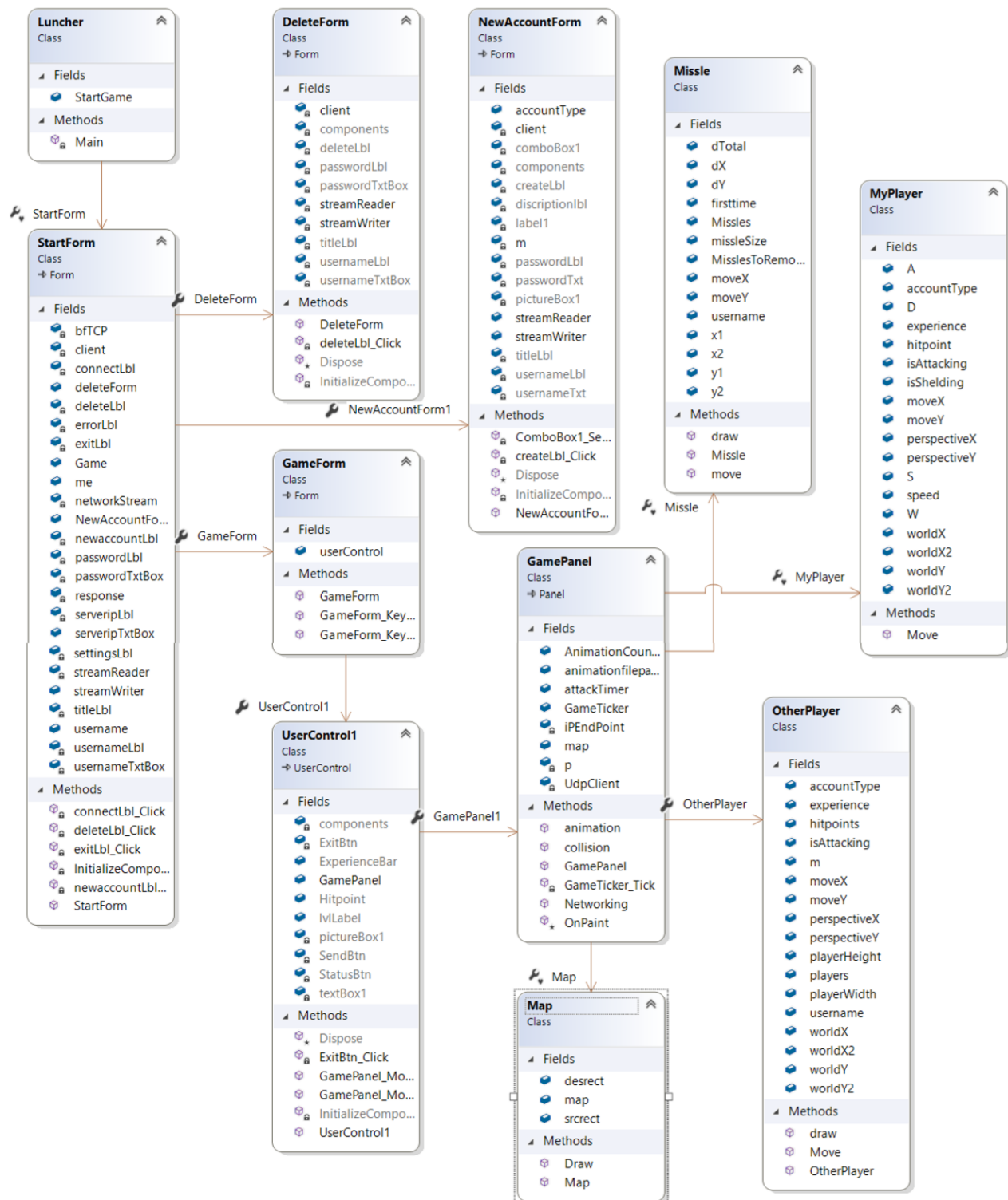**StartForm** — Class → Form
- Fields
  - bfTCP
  - client
  - connectLbl
  - deleteForm
  - deleteLbl
  - errorLbl
  - exitLbl
  - Game
  - me
  - networkStream
  - NewAccountFo...
  - newaccountLbl
  - passwordLbl
  - passwordTxtBox
  - response
  - serveripLbl
  - serveripTxtBox
  - settingsLbl
  - streamReader
  - streamWriter
  - titleLbl
  - username
  - usernameLbl
  - usernameTxtBox
- Methods
  - connectLbl_Click
  - deleteLbl_Click
  - exitLbl_Click
  - InitializeCompo...
  - newaccountLbl...
  - StartForm

DeleteForm

DeleteForm — Class → Form
- Fields
  - client
  - components
  - deleteLbl
  - passwordLbl
  - passwordTxtBox
  - streamReader
  - streamWriter
  - titleLbl
  - usernameLbl
  - usernameTxtBox
- Methods
  - DeleteForm
  - deleteLbl_Click
  - Dispose
  - InitializeCompo...

NewAccountForm1

NewAccountForm — Class → Form
- Fields
  - accountType
  - client
  - comboBox1
  - components
  - createLbl
  - discriptionlbl
  - label1
  - m
  - passwordLbl
  - passwordTxt
  - pictureBox1
  - streamReader
  - streamWriter
  - titleLbl
  - usernameLbl
  - usernameTxt
- Methods
  - ComboBox1_Se...
  - createLbl_Click
  - Dispose
  - InitializeCompo...
  - NewAccountFo...

Missle — Class
- Fields
  - dTotal
  - dX
  - dY
  - firsttime
  - Missles
  - missleSize
  - MisslesToRemo...
  - moveX
  - moveY
  - username
  - x1
  - x2
  - y1
  - y2
- Methods
  - draw
  - Missle
  - move

Missle

MyPlayer — Class
- Fields
  - A
  - accountType
  - D
  - experience
  - hitpoint
  - isAttacking
  - isShelding
  - moveX
  - moveY
  - perspectiveX
  - perspectiveY
  - S
  - speed
  - W
  - worldX
  - worldX2
  - worldY
  - worldY2
- Methods
  - Move

MyPlayer

GameForm — Class → Form
- Fields
  - userControl
- Methods
  - GameForm
  - GameForm_Key...
  - GameForm_Key...

GameForm

UserControl1

UserControl1 — Class → UserControl
- Fields
  - components
  - ExitBtn
  - ExperienceBar
  - GamePanel
  - Hitpoint
  - lvlLabel
  - pictureBox1
  - SendBtn
  - StatusBtn
  - textBox1
- Methods
  - Dispose
  - ExitBtn_Click
  - GamePanel_Mo...
  - GamePanel_Mo...
  - InitializeCompo...
  - UserControl1

GamePanel1

GamePanel — Class → Panel
- Fields
  - AnimationCoun...
  - animationfilepa...
  - attackTimer
  - GameTicker
  - iPEndPoint
  - map
  - p
  - UdpClient
- Methods
  - animation
  - collision
  - GamePanel
  - GameTicker_Tick
  - Networking
  - OnPaint

OtherPlayer

OtherPlayer — Class
- Fields
  - accountType
  - experience
  - hitpoints
  - isAttacking
  - m
  - moveX
  - moveY
  - perspectiveX
  - perspectiveY
  - playerHeight
  - players
  - playerWidth
  - username
  - worldX
  - worldX2
  - worldY
  - worldY2
- Methods
  - draw
  - Move
  - OtherPlayer

Map

Map — Class
- Fields
  - desrect
  - map
  - srcrect
- Methods
  - Draw
  - Map

YouTube Video:

The following link will provide a demonstration video on YouTube.

https://www.youtube.com/watch?v=wLSfmJAc5uI&feature=youtu.be