



Paying tribute to Worms™, Team17

Game Type: Turn-based strategy game.

Game Idea



Game rule: two teams of soldiers fight against each other with bazooka, grenades... until either team's soldiers are all eliminated.

Cross Platform

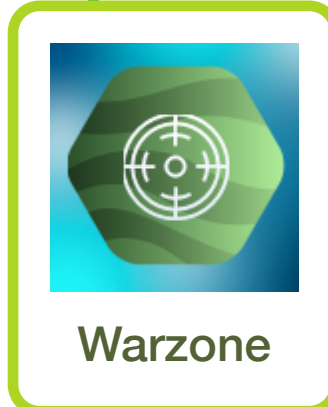
Signal-Slot mechanism

Capable of lite GUI design, graphics engine, parallel programming...



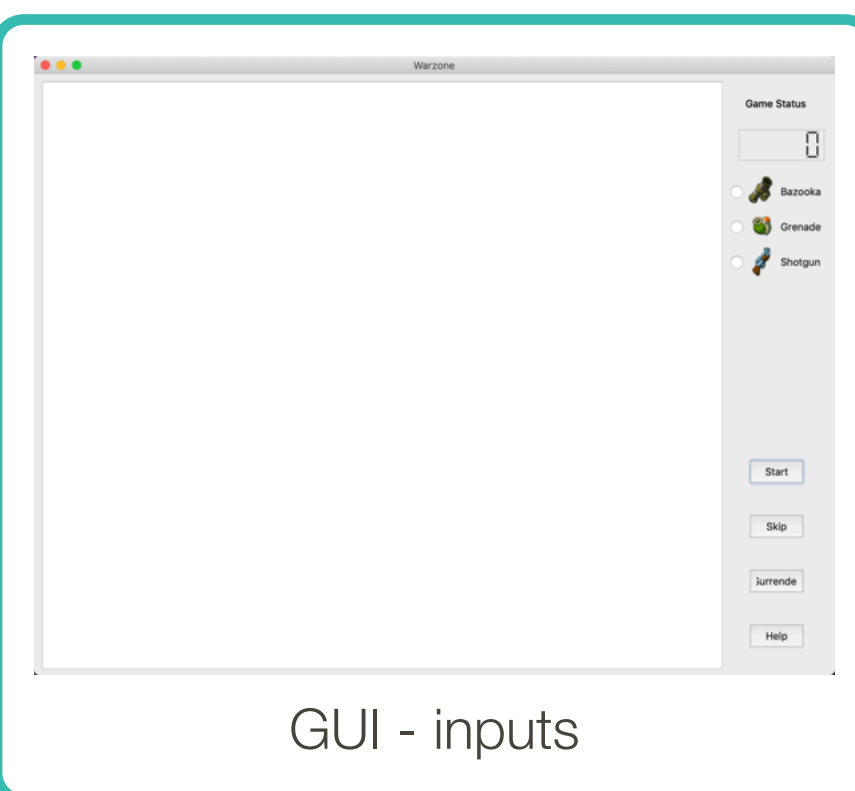
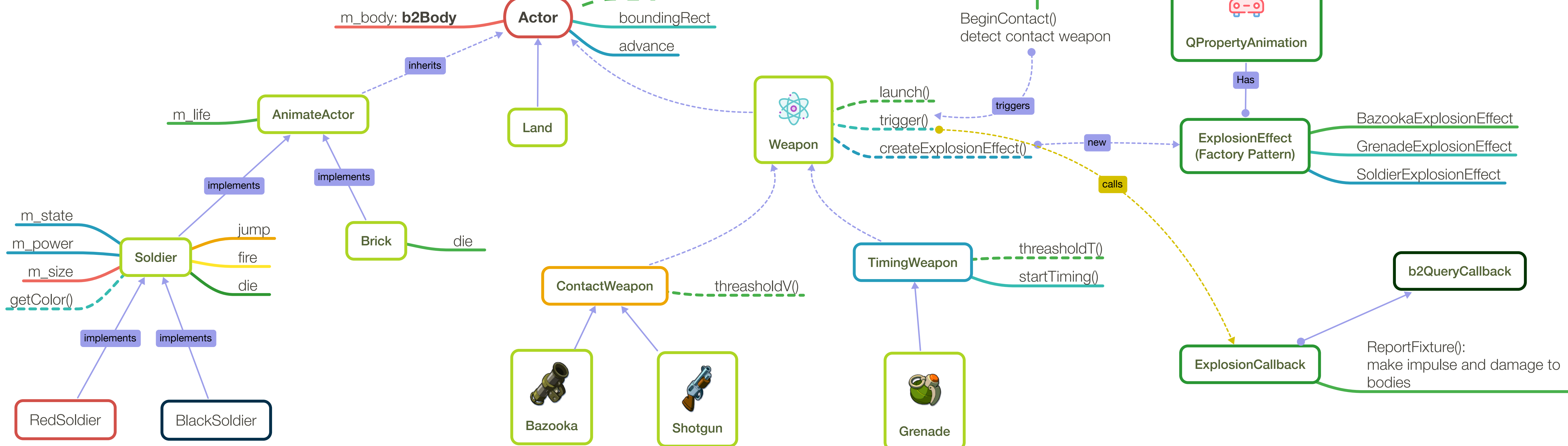
Platform: Qt

Architecture Design



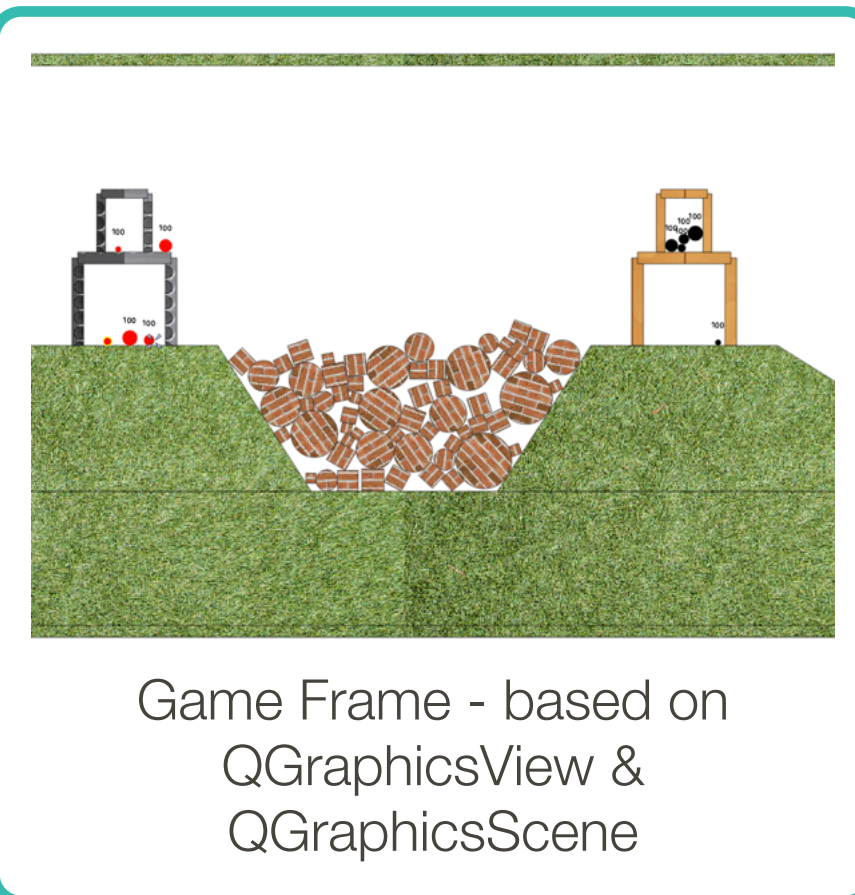
Project Summary:
15 source files
15 header files
total lines: 2904

OOP Design &
Game Developing Experience
Worth Sharing



GUI - inputs

Client - Frontend
In main thread

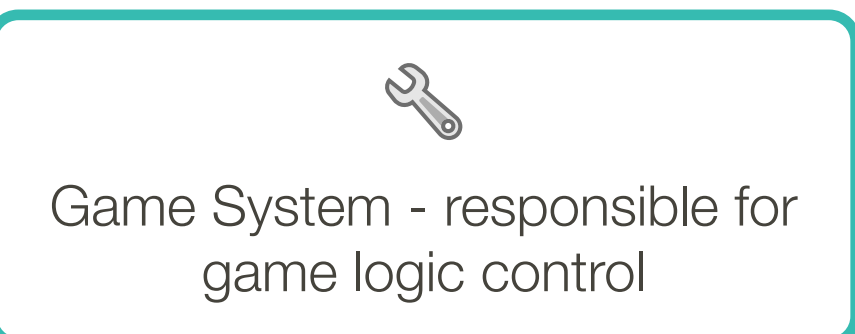


Game Frame - based on
QGraphicsView &
QGraphicsScene

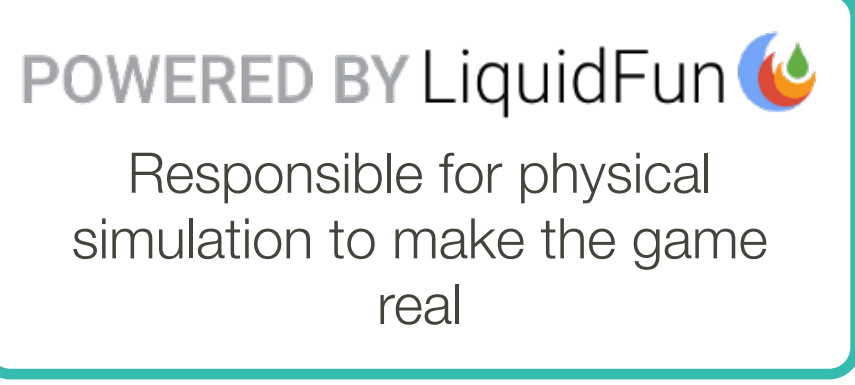
Client-Server Architecture
Working in Parallels

results

requests



Game System - responsible for
game logic control



POWERED BY LiquidFun

Responsible for physical
simulation to make the game
real

Server - Backend
In another thread