Group 2

Design Document For:

Project 5

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Client

Game Overview

Summary

[Title] is a isometric multiplayer wave based survival game where the goal is for four players to work together to survive as many waves of enemies as possible. Players choose one of four characters to control, all of which are dependent on others for success.

Gameplay Overview

[Gameplay Overview Here]

Server Info

[info on how server works here]

How to play

[Rules/Controls Here]

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Overview

Technical

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Client to Server Codes

Code Name	Simple Description	Called When
Exit_Game(Player Object)	If Client Exits Game whilst Playing, the game continues, but that character dies. If Client Exits Game whilst in lobby, Removes Player from Player List	Called when Quit Button Pressed by Client
Class_Selected(Player Object)	Tells Server that calling Client wants to play as chosen class If player already has a class chosen, it removes player from previous class and adds to new chosen class	Called when client selected class to play as

Client

Server to Client Codes

Code Name	Simple Description	Detailed
Player_Joined	Tells clients a new player has joined the server	Called when someone joined, and has been initialized by the server
Player_Left(Player Object)	Tells clients a player has left the game If in Game, a small label shows this before fading	Called when someone leaves the game and the server is informing clients

	If in Lobby, message will be posted on board [MILESTONE]	
Update_Selections(Json Array)	Updates available & unavailable classes for clients to pick from	
Begin_Game()		When all characters chosen, begin game at first level

https://www.dynetisgames.com/2017/03/06/how-to-make-a-multiplayer-online-game-with-phaser-socket-io-and-node-js/