

# CP 476 Project Proposal

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## Introduction:

As a bored teenager, it would be great to have an online video game that I can play with all my friends on a browser in order to satisfy my boredom.

## Description:

The project will be an online 2d tiled multiplayer game that is built with Node.js, WebSocket and MongoDB. In the game the users can kill enemies, interact with items such as treasure chests, and doors, explore the world with their friends and join in a community of players. There will be no limit to the number of players that the game can support. So if someone has a lot of friends, then the game can accommodate all of them. The game will be using a tiled based system in order to move and fight with enemies in the game.

## Requirements:

The main requirements for the game are that it is built with Node.js, Websocket and MongoDB, at least one full sized map, two full item sets with descriptions for it, instruction manual, and enemies. For the map, every tile in the game will be a 32x32 block and map can be composed of several factors such as broken walls, towns, rivers or caves. The game will have basic anti-cheating properties as all calculations and actions are done on the server and not on the client side.

## Checkpoints:

1. Allowing multiple connections on the web server
2. Combat system and enemies are implemented
3. Weapons, 2 item sets, and maps have been created
4. Story and text conversation implemented
5. Skills and more item sets
6. Storing characters on the server and leveling

## Schedule:

There will be weekly meetups with everyone to talk about milestones and progress of the game.

Currently, the first milestone has been completed with number 2 and 3 being worked on and aimed to be completed by the end of next week.

## System Diagram

