

Project Gentlemen's Dodgeball

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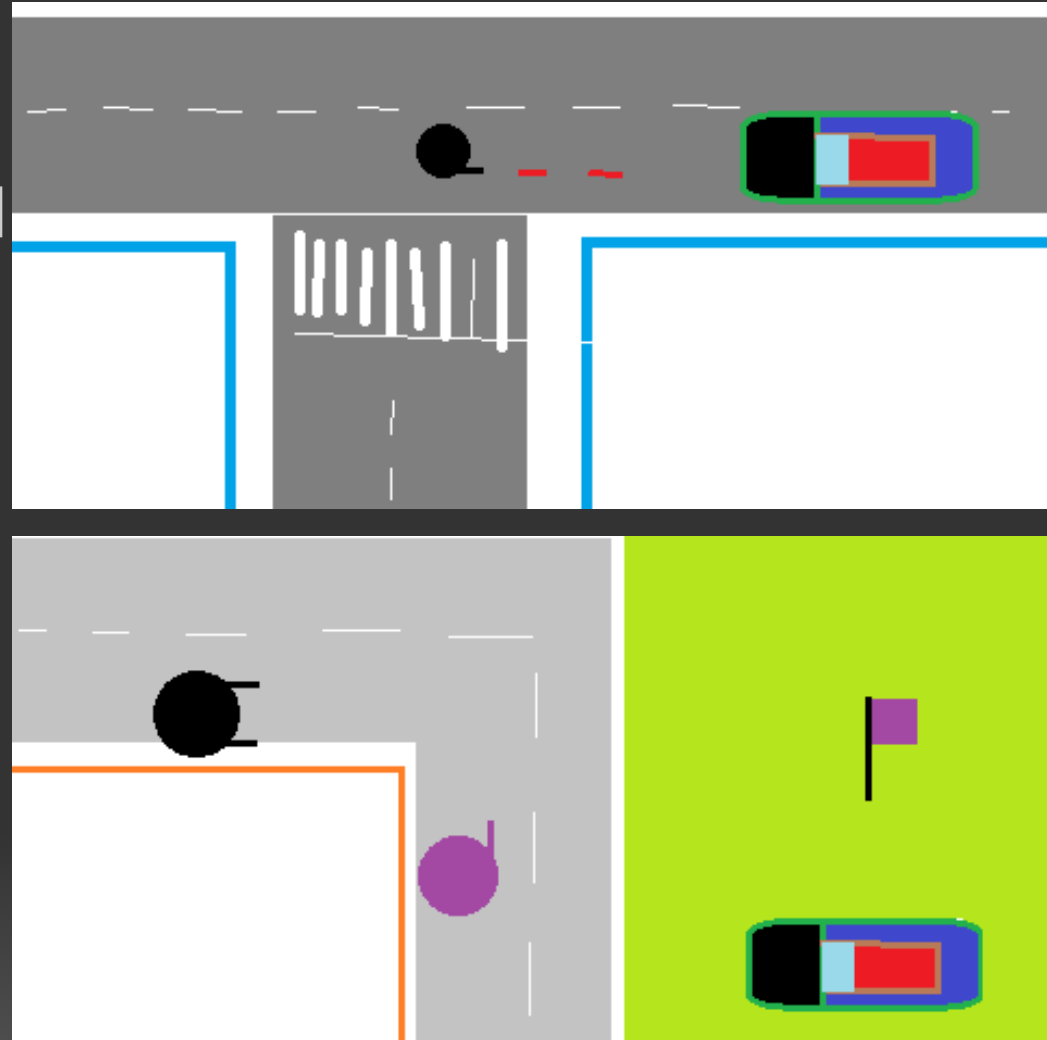
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Initial project ideas

Game ideas

- Complex gameplay achieved with simple mechanics
- Real-time strategy
- Top down shooter
- Multiplayer
 - Network



Gentlemen's Dodgeball



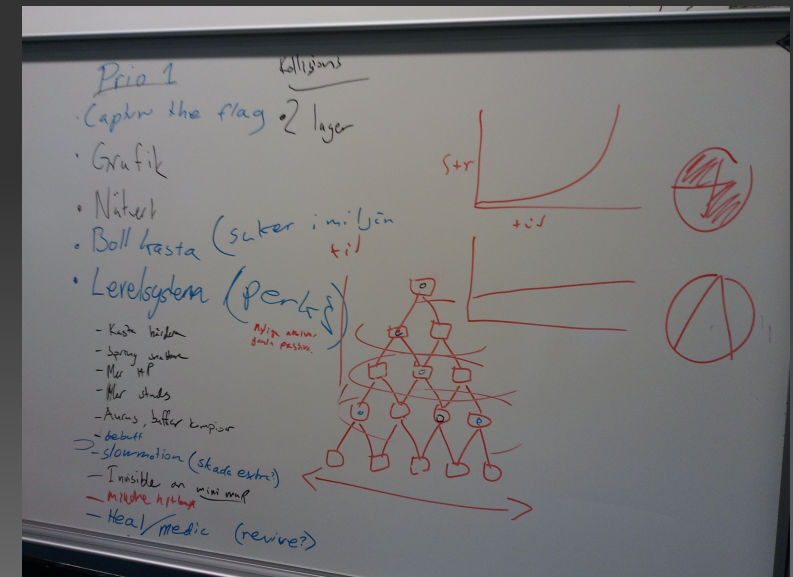
- Multiplayer game
- Top down shooter
- Capture the flag
- Pick up and throw balls at each other
- Simple but extendable graphics
- Deep gameplay



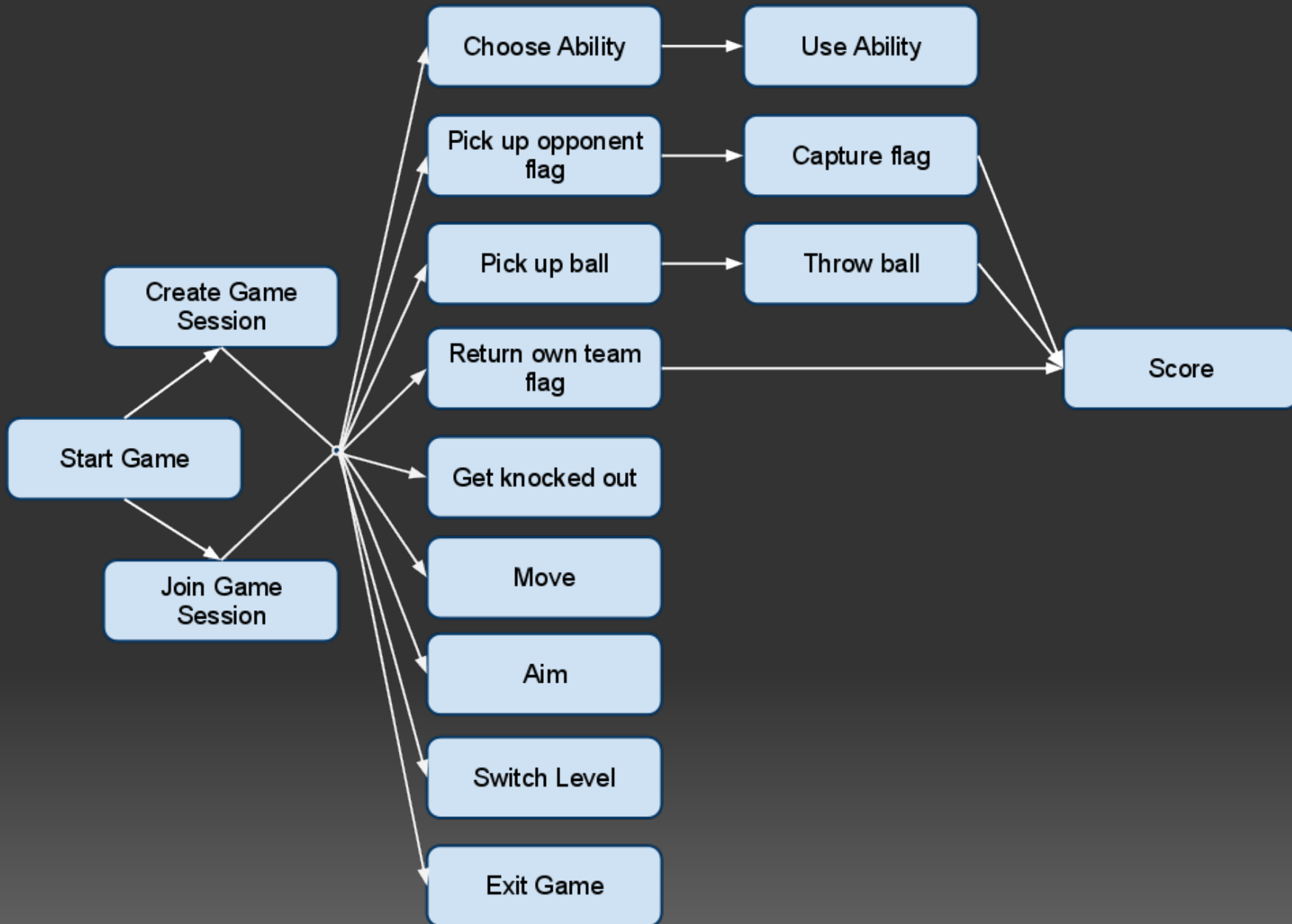
Demo

Priorities

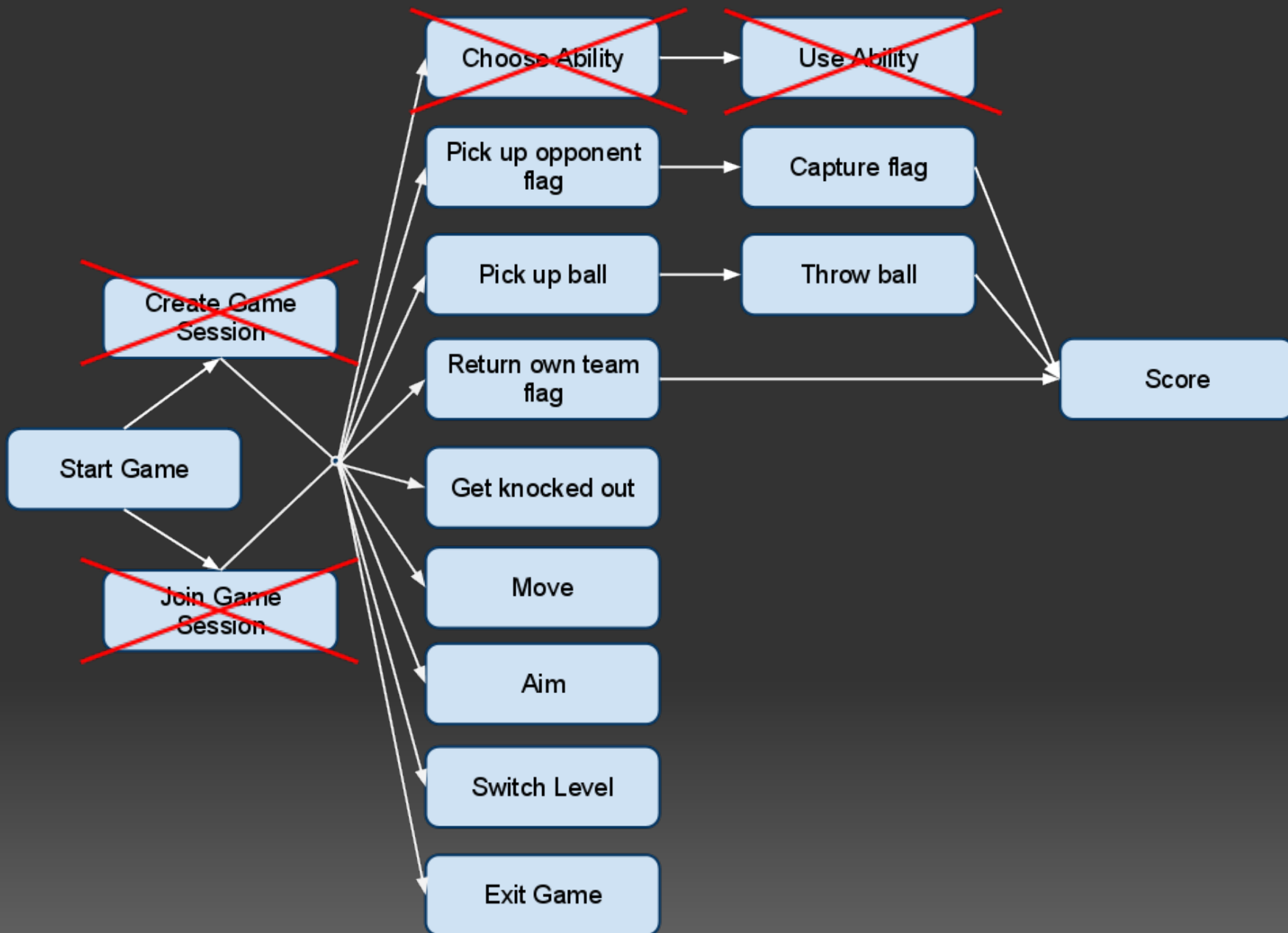
- High
 - Player movement
 - Picking up and throwing balls
 - Level obstacles
 - Multiplayer
 - Graphics rendering (OpenGL)
- Medium
 - Capture the flag game mode
 - Network multiplayer support
 - Player abilities
- Low
 - Sound effects, music



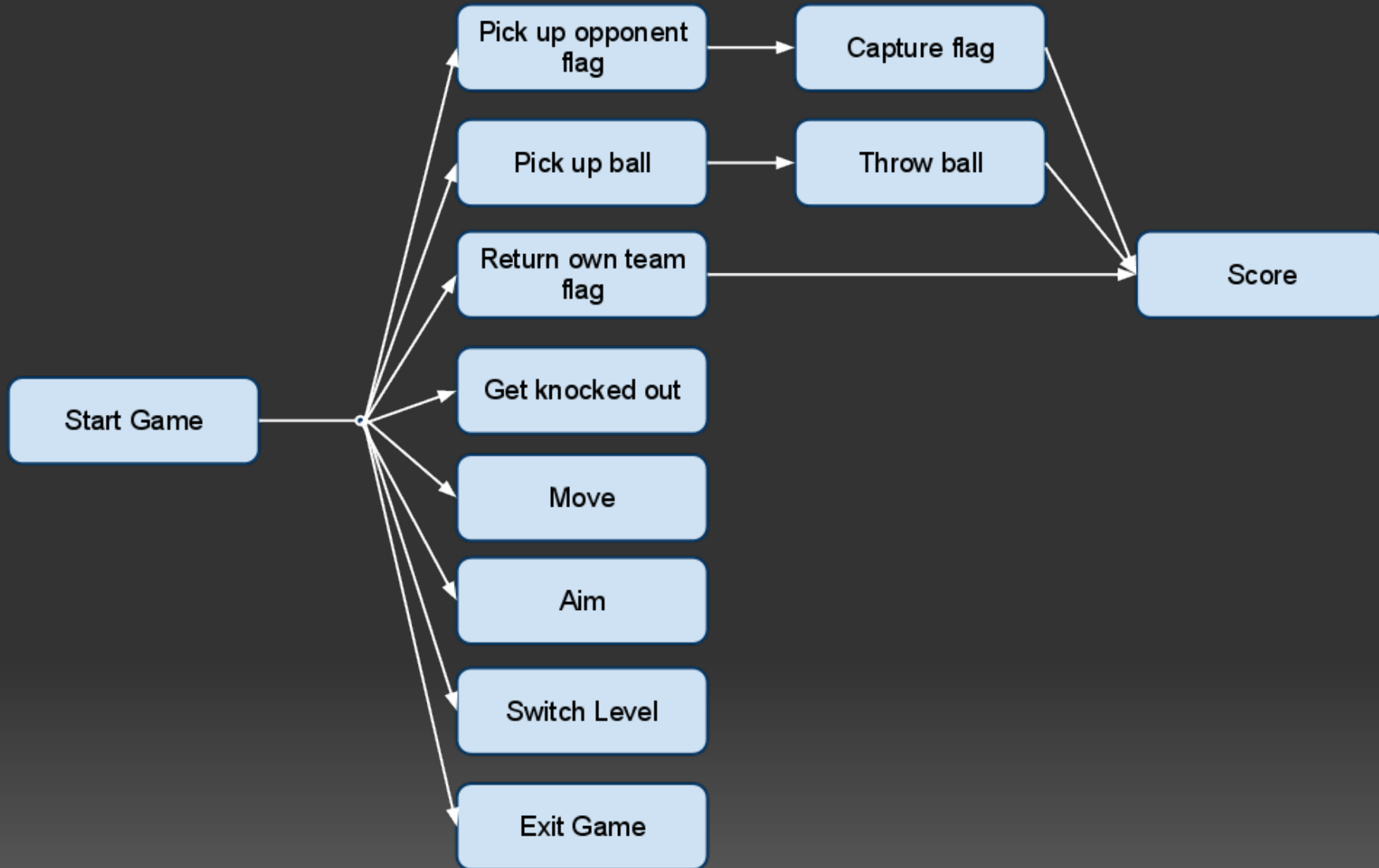
Use cases



Use cases



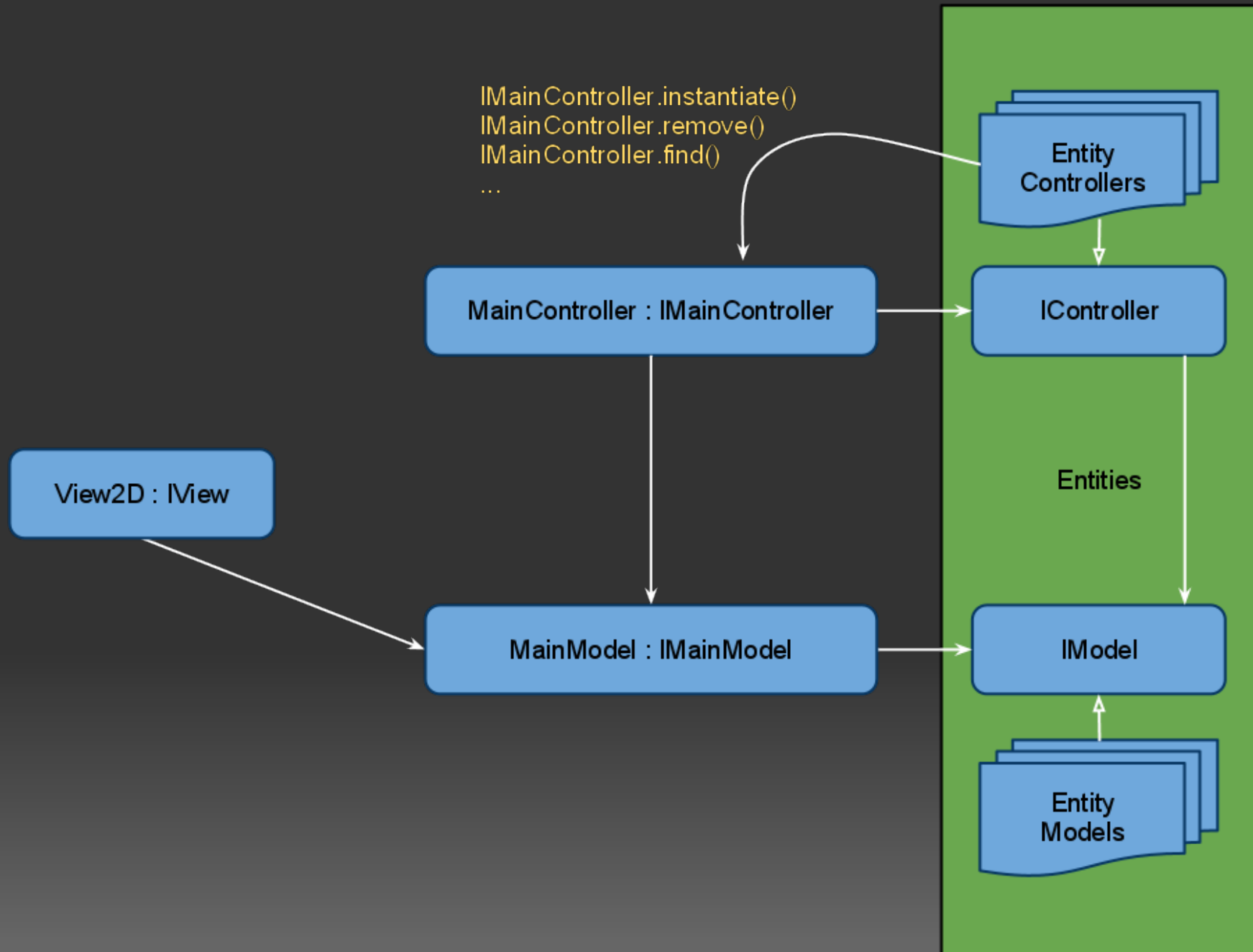
Use cases



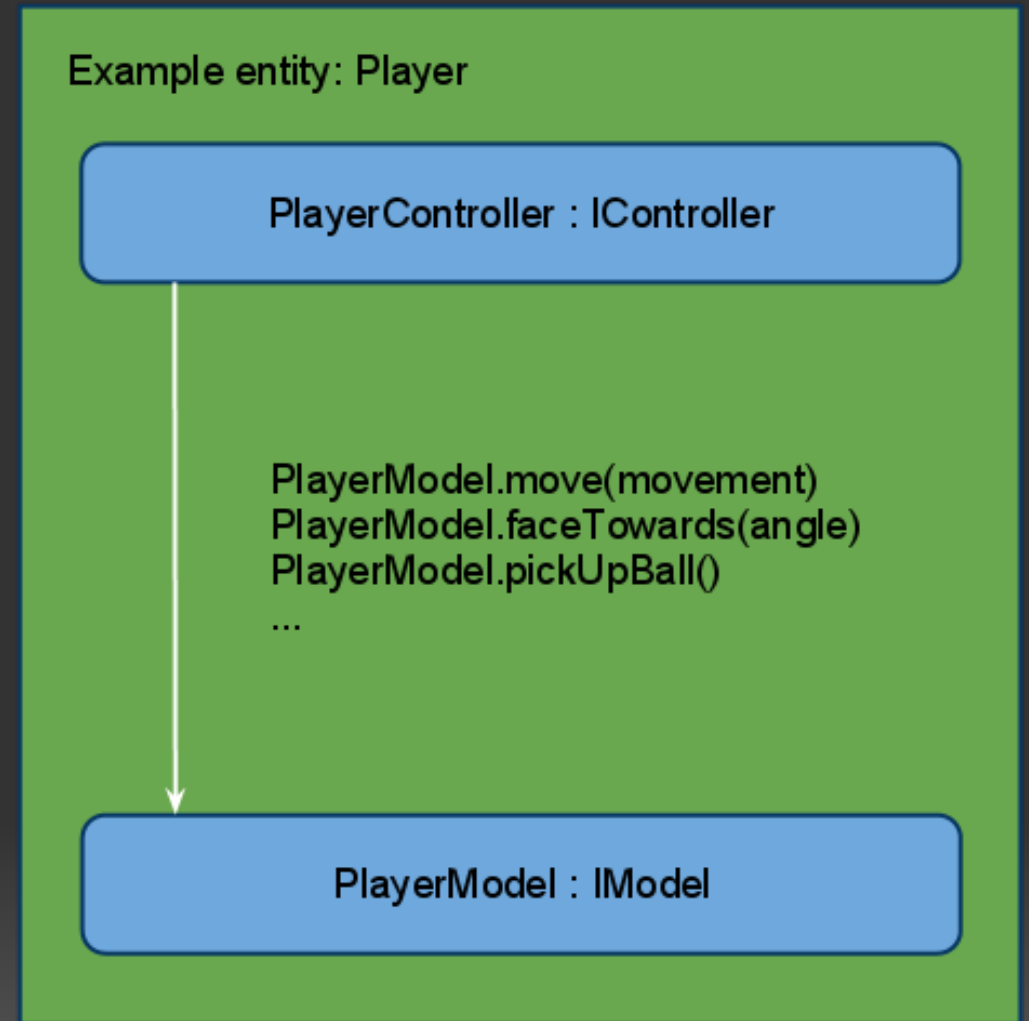
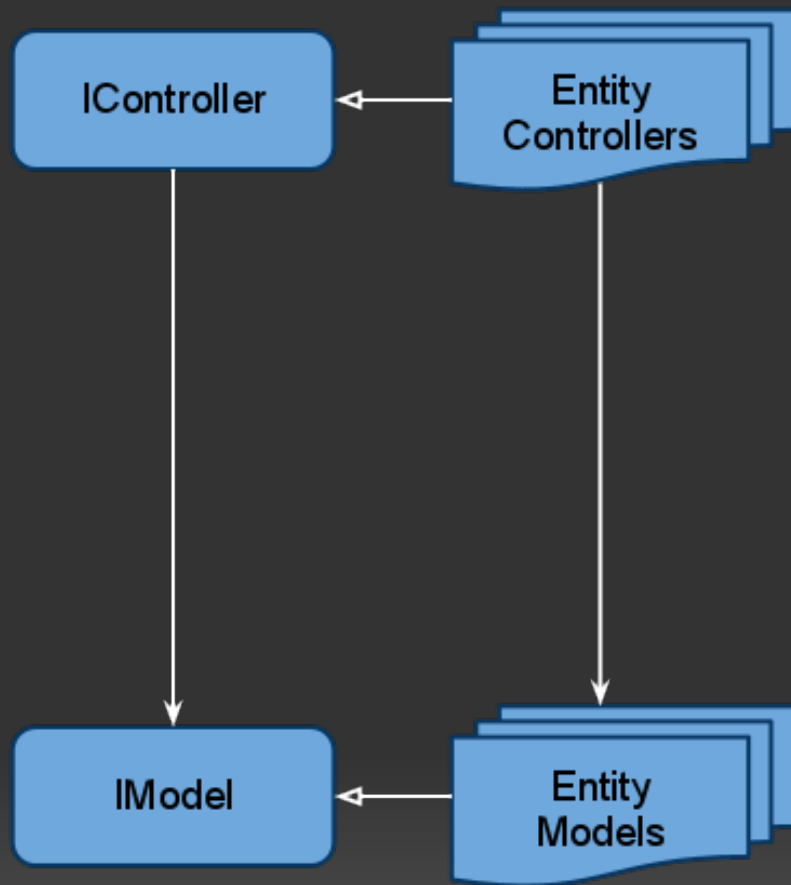
Software Architecture: Requirements

- Model-View-Controller pattern
- Flexible architecture
 - Easy to add new types of game objects
- Object management; all game objects should be able to
 - instantiate
 - remove
 - find
- Support external libraries
 - LWJGL - graphics rendering and input handling
 - JBox2D - physics simulation

Software Architecture: Overview

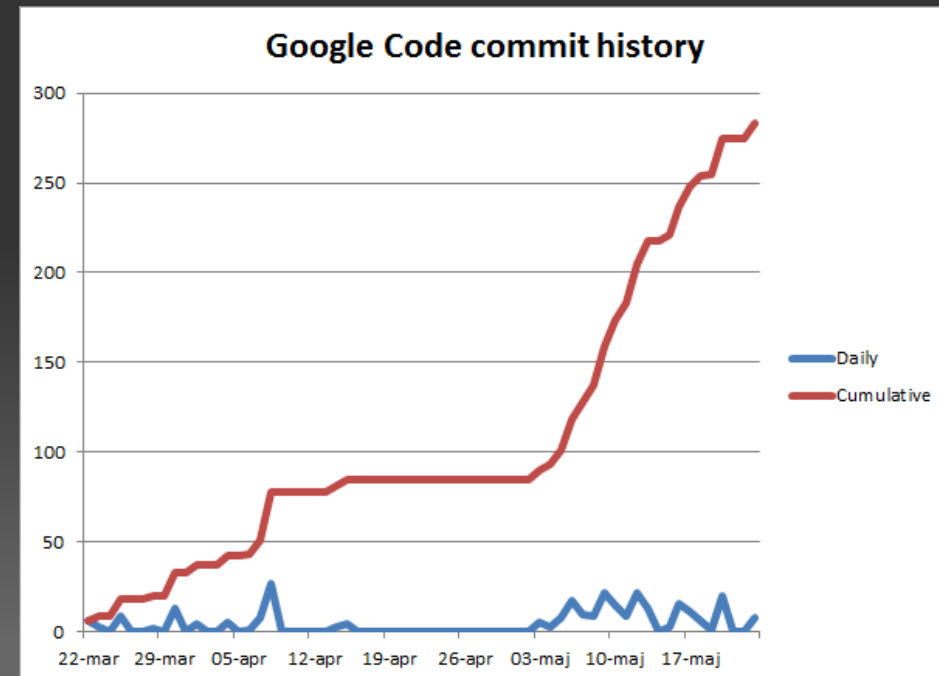


Software Architecture: Entity



What went right / wrong

- Right
 - Playable & fun game
 - Flexible system architecture
 - Easy to add new functionality and game objects
 - Possible to add network support later on
 - Worked together as a group
- Wrong
 - Uneven workflow



Future directions

- Network support
- Player abilities
- Vehicles
- A richer graphical experience
 - Textures
 - Alpha blending effects
 - 3D view implementation
- Menus and score screens
- Sound effects / Music

Thank you for listening!

Questions?