Group: Maze Runners

Members:

Group Leader: Steven Proctor

Coders: Zachary Taylor, Matthew Manoly, Sinclair Fuh

Writer: Derek Windahl

Role Descriptions:

The Group Leader, alongside being the main route of contact between our group and the Professor, he will also provide organization for the group—either by planning meet-up times or defining what each person should focus on—and will be the person to submit all files to either Blackboard or directly to the Professor via email.

The Coders will do the bulk of programming and testing work, in that they will be responsible for creating the program, uploading and running it on the AWS server, and then ensuring the program works properly to our specifications.

The writer will be responsible for all written documents. These documents will be produced in either Microsoft Word or Open Office.

Project Description:

Our project will be a time-trial maze game where the maze generation and scores will be saved on the server while multiple clients will access the same maze and run it at the same time in order to race against each other. Each client will see the maze, their own position, and an image of the other players’ positions overlaid on their maze. Each player will receive a score based on how fast they were capable of clearing the maze where a higher score means a faster time was achieved. There will also be a coordinating server which links several clients together into parallel sessions.

The main expected bottleneck is bug-testing due to the difficulty in finding issues between multiple clients and a server. Another possible bottleneck is the effective parallelization of multiple sessions on the AWS server.

We expect a relatively low latency between both our clients and the server and the clients between each other. The overlaid images of the other players should be no more than 200 ms behind their actual positions with that respective client.

At the first milestone, we expect to have a working maze generation algorithm. At the second milestone, we expect to have a single client capable of running successfully through the generated maze and have a score saved based on how long it took the player to clear the maze.