

CG4002: Computer Engineering Capstone Project

Game Play

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Slides adopted from
Prof. Peh Li Shiuan

Game Rules

Rules (No Change)

- Health Point
 - Player: 100 HP.
 - Shield: 30 HP/10 Sec
- Damage
 - Bullet: 10 HP
 - Grenade: 30 HP

Rules (No Change)

- Ammo and constraints
 - Unlimited magazines
 - 6 bullets per magazine
 - Reload can be performed only if the magazine is empty
 - 2 grenades per life
 - 3 shields per lifetime
 - Cannot activate shield within 10 sec of previous activation, even if 0-HP
- Delays
 - Grenade impact has 2 Sec delay on Visualizer
 - Rebirth is instantaneous

Evaluation

Metrics

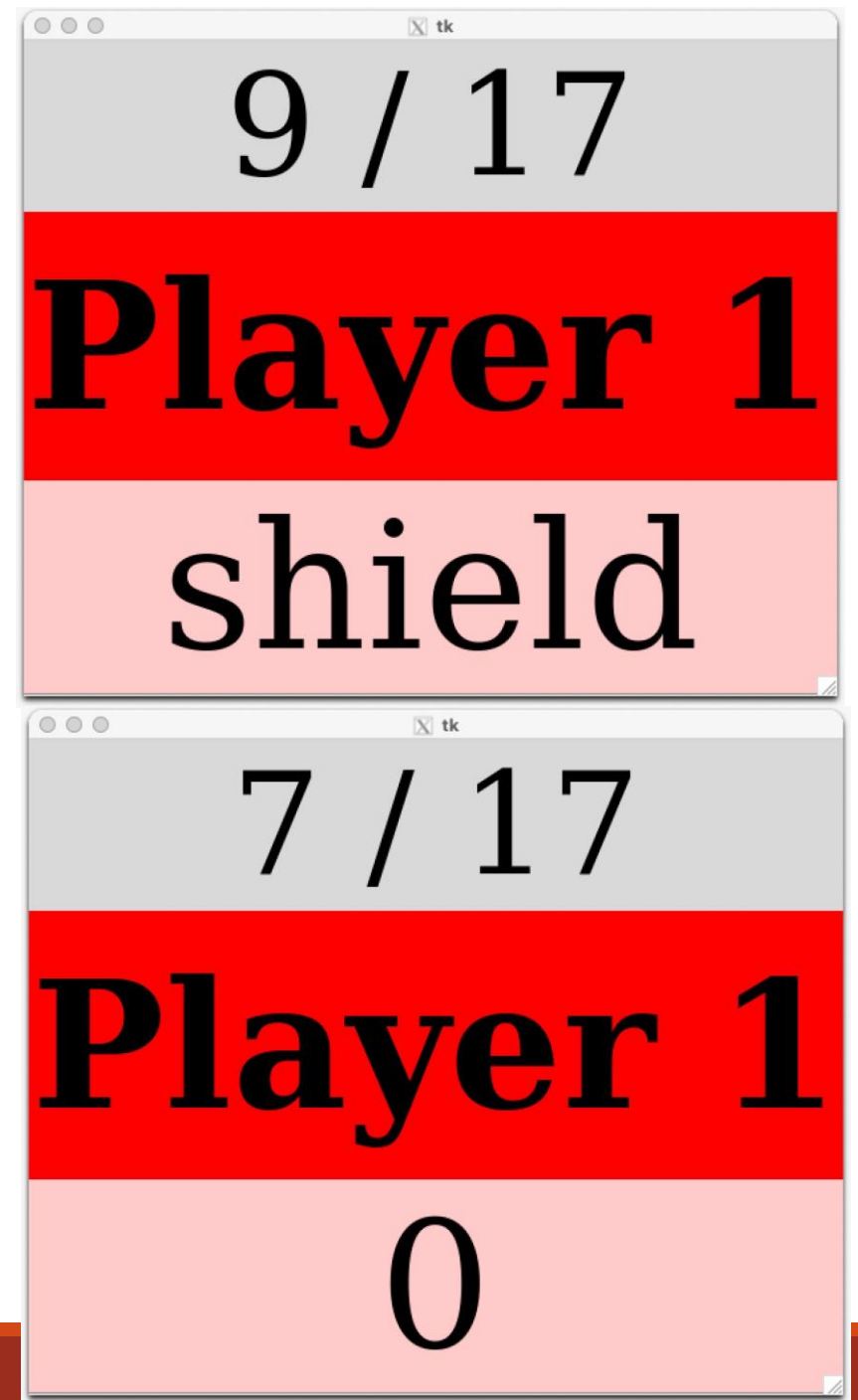
- Correctness
- Response Time
- Consistency
- Resilience
- User Experience
- Form Factor

Individual Test

(Week 11)

Evaluation

- Any one from the team
- Player will
 - Wear the sensor
 - Have gun
- Vest, will be registered as player 2
 - Will be kept at a distance from the player
- Screen recording to be submitted



Group Test

(Week 13)

Evaluation

- Any two players from the team
- Players will be fully geared
- Choreographed sparring.
- Screen recording to be submitted



Evaluation Server

JSON Received P1:

```
{'hp': 4,  
'action': 'none',  
'bullets': 3,  
'grenades': 17,  
'shield_time': 3,  
'shield_health': 1,  
'num_deaths': 22,  
'num_shield': 12}
```

JSON Expected P1:

```
{'hp': 4,  
'action': 'shoot',  
'bullets': 3,  
'grenades': 1,  
'shield_time': 3,  
'shield_health': 10,  
'num_deaths': 2,  
'num_shield': 1}
```

Covid

Evaluation

- Your team should be ready to work with available members
- Automate all the scripts and setup to avoid panic



Expectation vs Reality

