# *ShooterShip* Project

G12/11

2019-2020

Liam

Wed May 29

# 3D Space battle

Part 1 (Mo Mayil 27 - Fri May 1) :

- M1 (Mo 4) : do tutorial. https://www.youtube.com/watch?v=JK_26SymZZw
- M2 () create/finish assets and impor to godot.
- M3 (): Creation of base scene units like ships and enemies

Part 2 (Mo May 4- Fri May 8) :

- M1 ( Mo 4) :
  - Wed: arc
- M2 (Wed 6):
  -
- M3 (Fri 8)
  - Fri: backgroudn

Part 3 (Mo May 11 - Fri May 15):

- M3 (friday 15)
  - Work on Adding multiplayer support. (Mo 18)
  - Synchronizing the clients and the server.

Part 4 (Mo May 18 - Fri May 22):

1. M1 (Mo 18)
   a. Be able to connect to server from client
   b. Add teams and map initialization.
   c. TETRAHEDRON OF INSTA DEATH!!!!!!!!!!!!!!
2. M2 (Wed 20)
   a. Get the dummy models to work.
   b. Add team deathmatch gamemode
   c. Title screen should be functional
3. M3 (Fri 22)
   a. Finishing touches, extra maps, etc.

Liam

Mo May 4

## What I worked on/am stuck with:

~~Part 1: do tutorial. assets finished and imported to godot. Creation of base scene units like ships and enemies. Partially Done!~~

Part 2:

- ~~Implement movement. Done!~~
- ~~Implement health.~~
- Implement weapons/implement hit detection
- Get spawnpoints to work
- Switch player model based on team
- Add heads up display
- Add speed effects for HUD

Part 3:

- Add multiplayer support.
  - Add team support for different scenes
  - Make server code
  - Add different game modes

## What I'll work on for next milestone:

Part 2:

- Implement health.
- Implement weapons/implement hit detection
- Get spawnpoints to work
- Switch player model based on team
- Add heads up display
- Add speed effects for HUD

Part 3:

- Add multiplayer support.
  - Add team support for different scenes
  - Make server code
  - Add different game modes

Liam

Tue, May 5th

## What I worked on/am stuck with:

~~Part 1: do tutorial. assets finished and imported to godot. Creation of base scene units like ships and enemies. Partially Done!~~

Part 2:

- Implement weapons/implement hit detection
- Get spawn points to work

Part 3:

## What I'll work on for next milestone:

Part 2:

- Implement server creation
- Implement health with multiplayer
- Implement weapons/implement hit detection with multiplayer
- Get spawnpoints to work
- Make dummy class that interacts with server

Part 3:

- Add multiplayer support.
  - Add team support for different scenes
  - Make server code
  - Add different game modes

Liam

Wed, May 6th

## What I worked on/am stuck with:

Time issues ; no progress

## What I'll work on for next milestone:

Part 2:

- Implement server creation
- Make dummy class that interacts with server
- Implement health with multiplayer
- Implement weapons/implement hit detection with multiplayer

Liam

Wed, May 6th

## What I worked on/am stuck with:

Time issues ; no progress

Sidetracked by other projects.

## What I'll work on for next milestone:

Part 2:

- Implement server creation
- Make dummy class that interacts with server
- Implement health with multiplayer
- Implement weapons/implement hit detection with multiplayer

Liam

Tue May 12

## What I worked on/am stuck with:

Time issues ; no progress

Sidetracked by other projects.

## What I'll work on for next milestone:

Part 2:

- Implement server creation
- Make spawn points work
- Make dummy class that interacts with server
- Implement weapons/implement hit detection with multiplayer
- Insta-death danger tetrahedrons

Liam

Wed May 13

## What I worked on/am stuck with:

- Implement server creation
- Make spawn points work
- Implementing the client
- References:
  - https://developer.valvesoftware.com/wiki/Latency_Compensating_Methods_in_Client/Server_In-game_Protocol_Design_and_Optimization
  - https://docs.godotengine.org/en/stable/tutorials/networking/high_level_multiplayer.html

## What I'll work on for next milestone:

Part 2:

- Make dummy class that interacts with server
- Implement weapons/implement hit detection with multiplayer
- Insta-death danger tetrahedrons

Liam

Tue May 19 2020

## What I worked on/am stuck with:

- Make spawn points work
- Server stuff (?)
- References:
  - https://developer.valvesoftware.com/wiki/Latency_Compensating_Methods_in_Client/Server_In-game_Protocol_Design_and_Optimization
  - https://docs.godotengine.org/en/stable/tutorials/networking/high_level_multiplayer.html

## What I'll work on for next milestone:

Part 4:

- Developing server/client protocol.
  - Connecting to lobby
  - Initializing game and loading assets across multiple clients.
  - Make sure it assigns teams properly
- Make dummy class that interacts with server
- Implement weapons/implement hit detection with multiplayer
- Insta-death danger tetrahedrons

Liam

Wed May 20 2020

## What I worked on/am stuck with:

- Developing server/client protocol.
  - Connecting to lobby
    (Git commit `git -m "*P4 M2 "Connecting to lobby*" `)
- References:
  - https://developer.valvesoftware.com/wiki/Latency_Compensating_Methods_in_Client/Server_In-game_Protocol_Design_and_Optimization
  - https://docs.godotengine.org/en/stable/tutorials/networking/high_level_multiplayer.html

## What I'll work on for next milestone:

Part 4:

- Developing server/client protocol.
  - Initializing game and loading assets across multiple clients.
  - Make sure it assigns teams properly
- Wrap up project
  - Github commit P3/4 M3 "blabalbla" (Project Complete)
  - Video
  - Check project slides (typos/layout) and copy/paste them into your own slides document and print the pdf version. Then commit the pdf version to your repository

(Tentative)

- Make dummy class that interacts with server
  - Packet sending and receiving
  - Interpolation between packets.
  - Laser
- Implement weapons/implement hit detection with multiplayer
- Insta-death danger tetrahedrons
- Make spawn points work.