

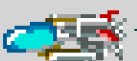
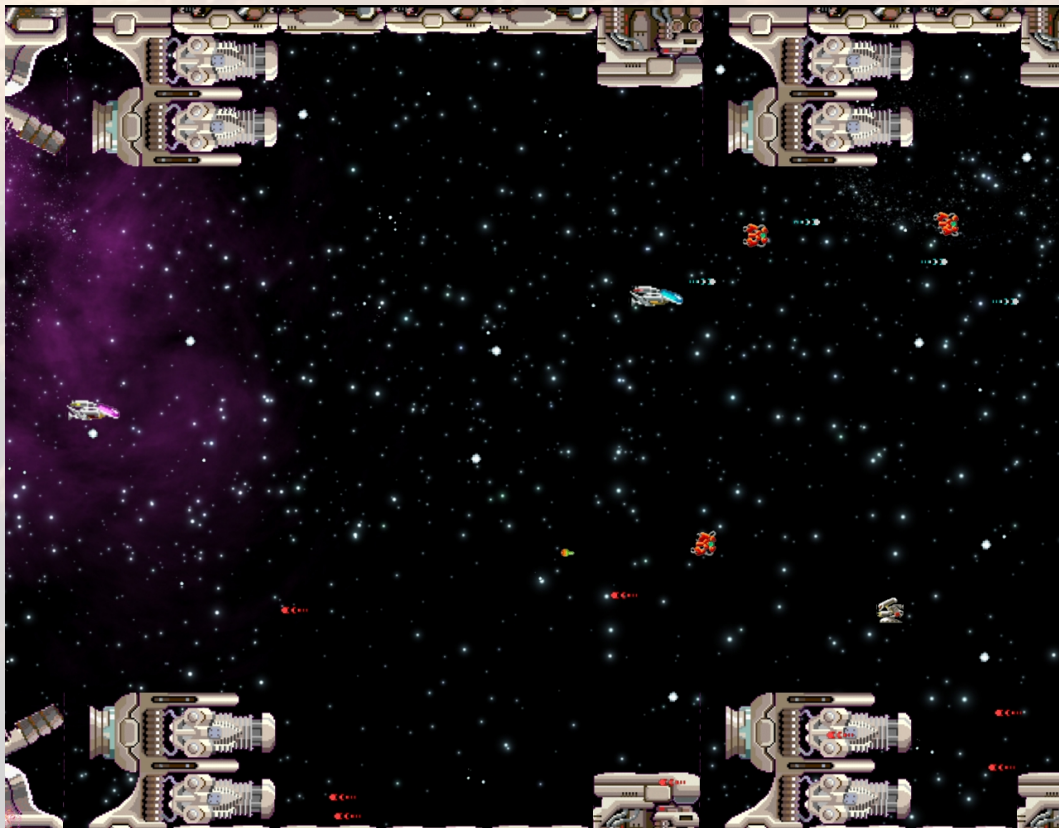
# R-TYPE ONLINE<sup>®</sup>

## R-Type Online

### Features List

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*Abstract: We are very proud of our projet R-Type, so we want you to know everything we have include into it. This document is the list of features we are very proud of. We hope you'll enjoy them as much as we enjoy programming them.*



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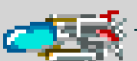


# Chapter I

## R-Type Features

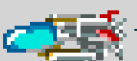
### I.1 Technical

- Abstraction Mutex, CondVar, Thread et ScopedLock
- Generic ThreadPool
- Generic Network Abstraction Library
- Packet Aggregation with Optimisations
- Packet Factory
- Packet Automatic usage
- Packet Data maker and interpreter using vector of char
- Entities Abstractions (IObject Aentities (player monster) bullet)
- Game loop + Timer
- Collision (Personnal Quadtree)
- DllLoader + Ennemies Dll
- Client States IState AState



## I.2 GamePlay / Game interest

- Animation / Rotations
- We can Shoot, interact with monsters, kill them, die
- Several Mob with different stats (Movement, shoot, sprites...)
- Several Explosion animations (For collision, monster and players), all animated
- Scrolling map
- Magnificent Starfield with several layout
- Awesome music
- Awesome sounds (explosions and shoot)
- Collisions with monsters and bullets
- Life counter, when you die you lost a life, when the player have no life the game ends for this player
- The starship is animated (Rotation up and down)
- Each player has a score
- Friendly-fire and friendly-collision management





## I.3 Bonuses

- Map generator
- Server Rankings
- ChatRoom before the game
- Help when the key 'H' is pressed
- Sexy Menu
- Credits
- Introduction
- Advanced game creations
- List of games in List Room is sexy with map preview etc
- X-Box GamePad controller !
- Advanced options (Sound / Musics / Input / Language ...)
- User Documentation
- Handmade graphic
- Game-cover with the box and cd with game

