

IOT

TOP-DOWN SHOOTER



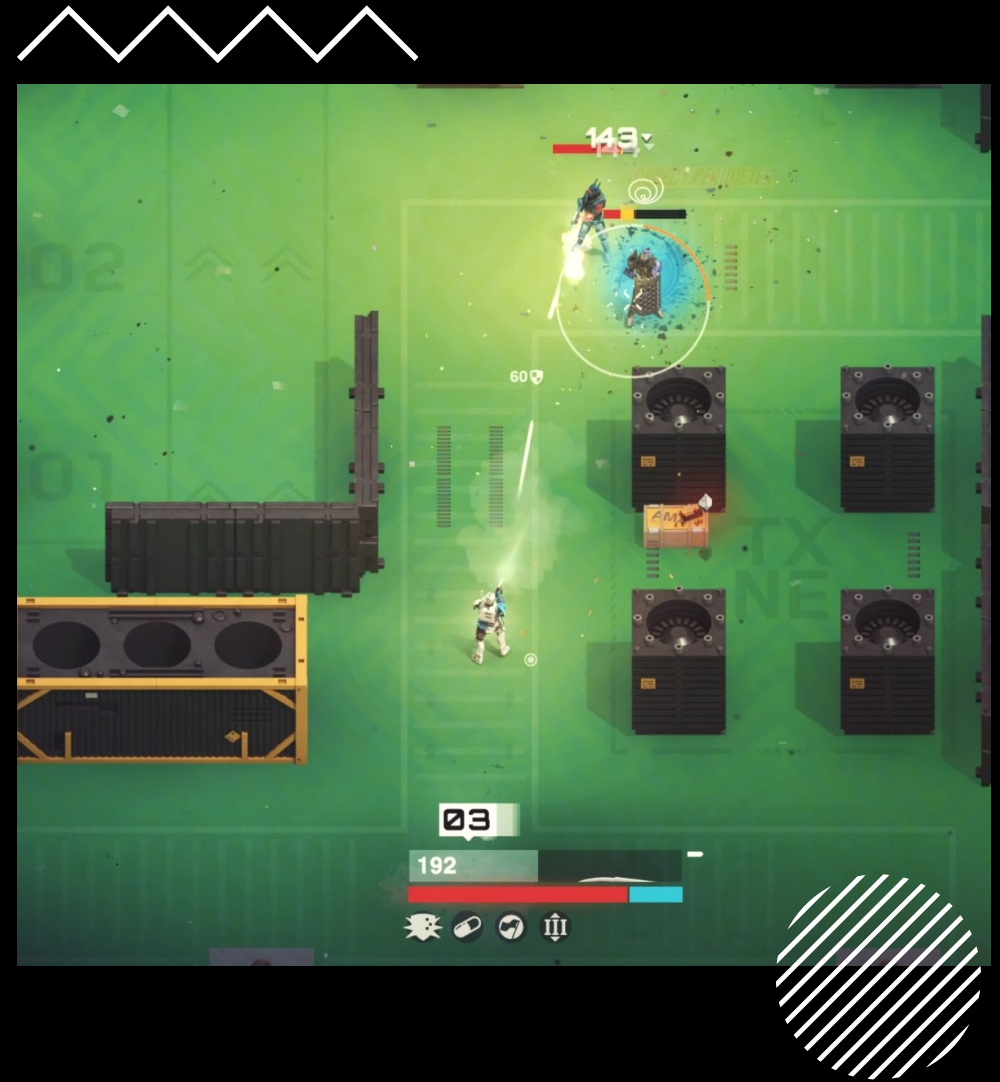
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- project idea and game-loop
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Project Idea and Game-Loop

- Top-Down shooter
- physical weapon
- RogueLite
- game from scratch



● Hardware Requirements + Software Stack

Software Stack:

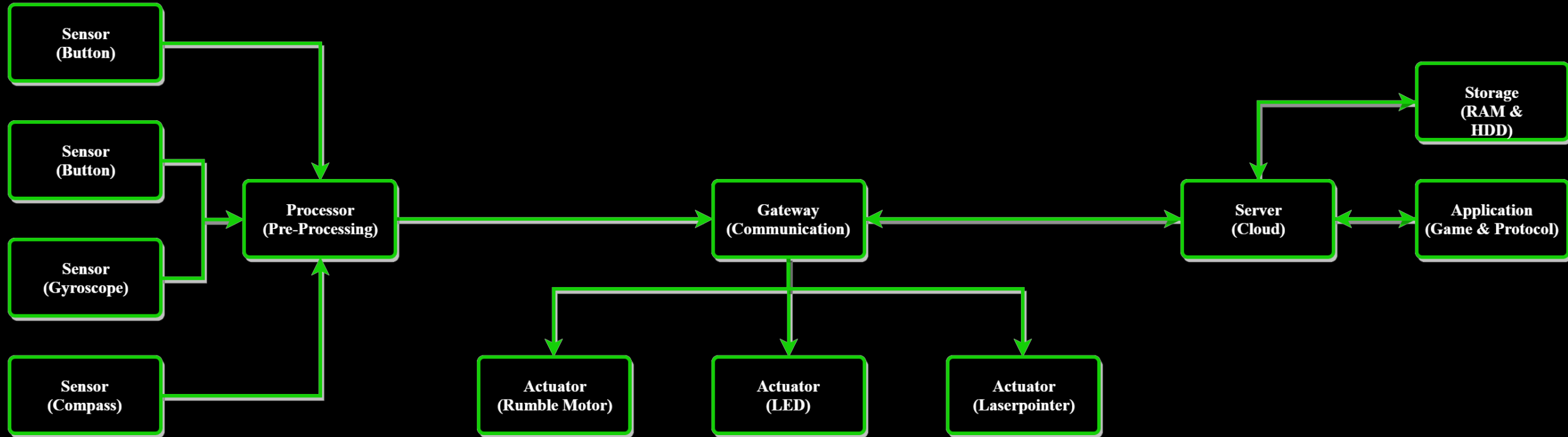
- Python3 (PyGame)
- send data with UDP
- modeling software

Hardware:

- 2 buttons
- 1 laserpointer
- 2 rumble motors
- 1 accumulator
- 2 processors
- 2 gateways
- storage
- X LEDs
- X connectors



System Architecture





Timetable

- 2nd of October – 1st of December: Game Development + Weapon Design
 - Game Development
 - engine
 - textures
 - level design
 - Weapon Design
 - 3D Model
 - component chain
 - preprocessing
- 1st of December – XMAS:
 - Server Setup
 - component chain
 - connection test
- January
 - test runs
 - documentation
 - preparation presentation





**THANK
YOU!**