

# IOT

TOP-DOWN SHOOTER



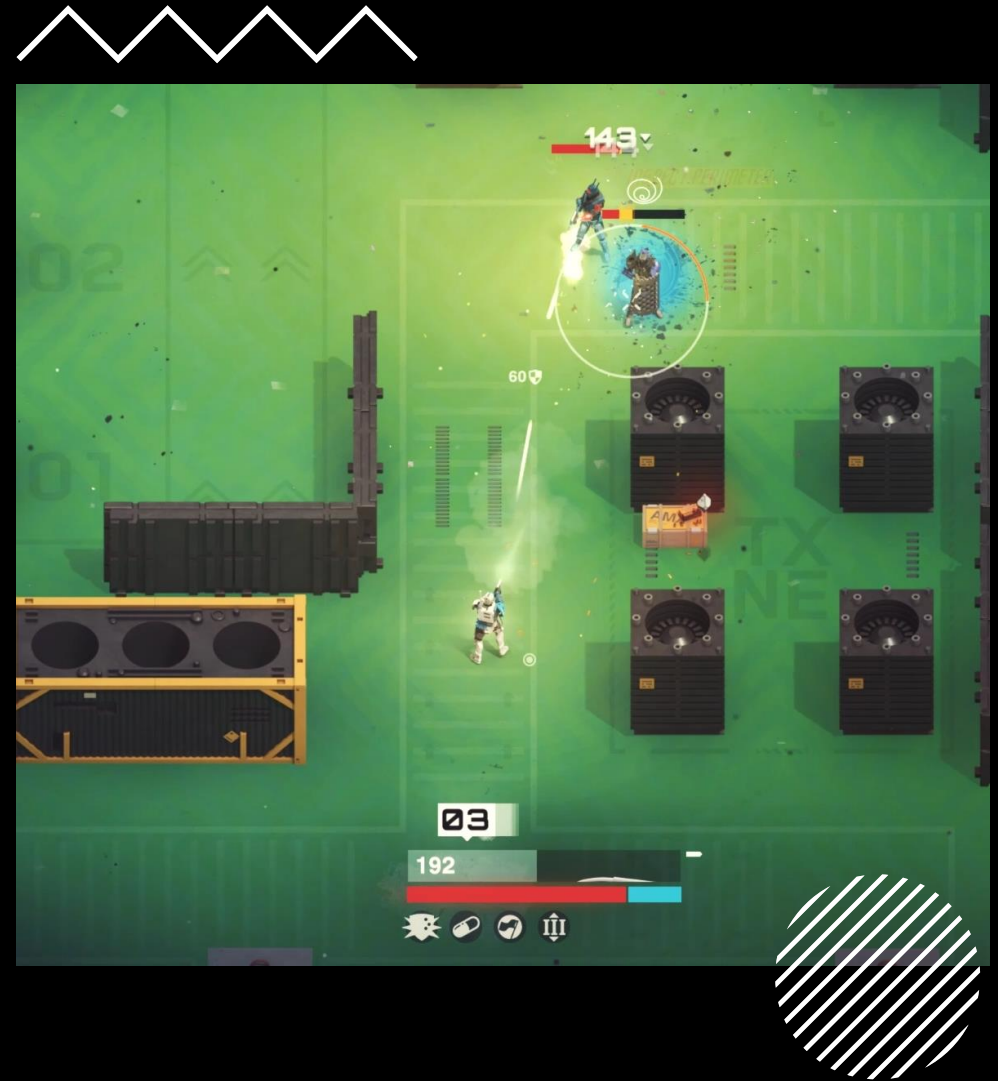
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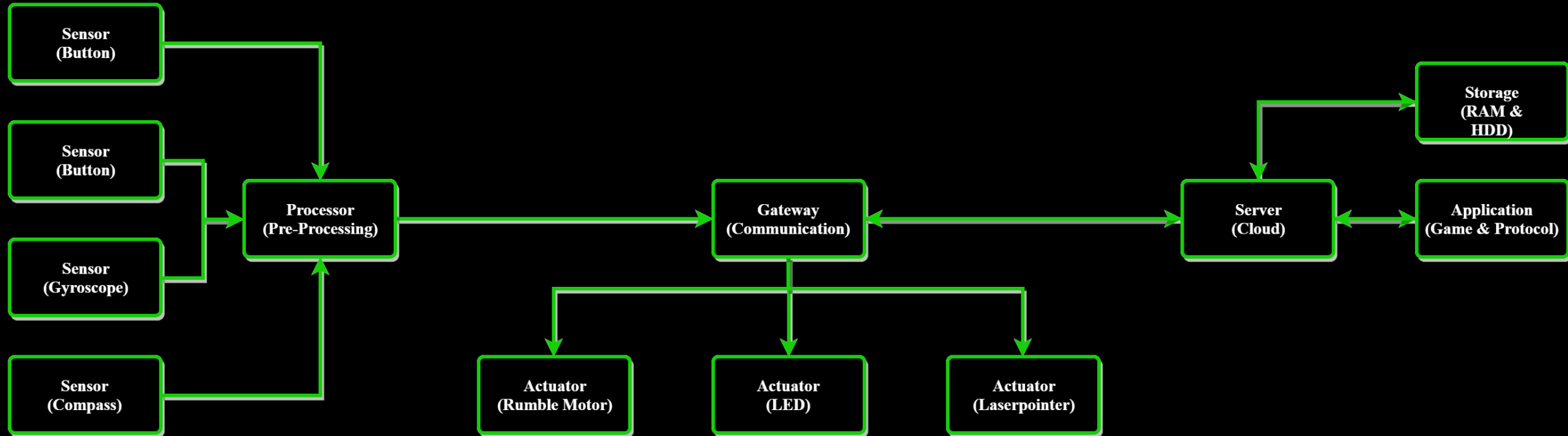


# Project Idea and Game-Loop

- Top-Down shooter
- physical weapon
- defend waves of enemies
- game from scratch



# System Architecture



# ● Goals and Milestones

## Goals:

- Develop full game in Python3 (PyGame)
- track movement of weapon and send to server with UDP
- server sends Data to weapon using MQTT

→ Full game that can be controlled using a physical weapon (arcade style)

## Milestones:

- have a working game
- make sure that the movement is properly tracked
- preprocess to data before sending to server
- build the actual weapon
- ensure the game is controlled with the weapon





# Work Packages

- Game Development (Rene)
  - engine
  - textures
  - level design
- Weapon Design (Fabian + Rene)
  - 3D Model
  - Build Process
- Server Setup (Fabian)
  - Docker Container
  - connection test
- Documentation (Fabian + Rene for individual parts)
  - test runs
  - documentation
  - preparation presentation





**THANK  
YOU!**