

KEY H(A)UNT

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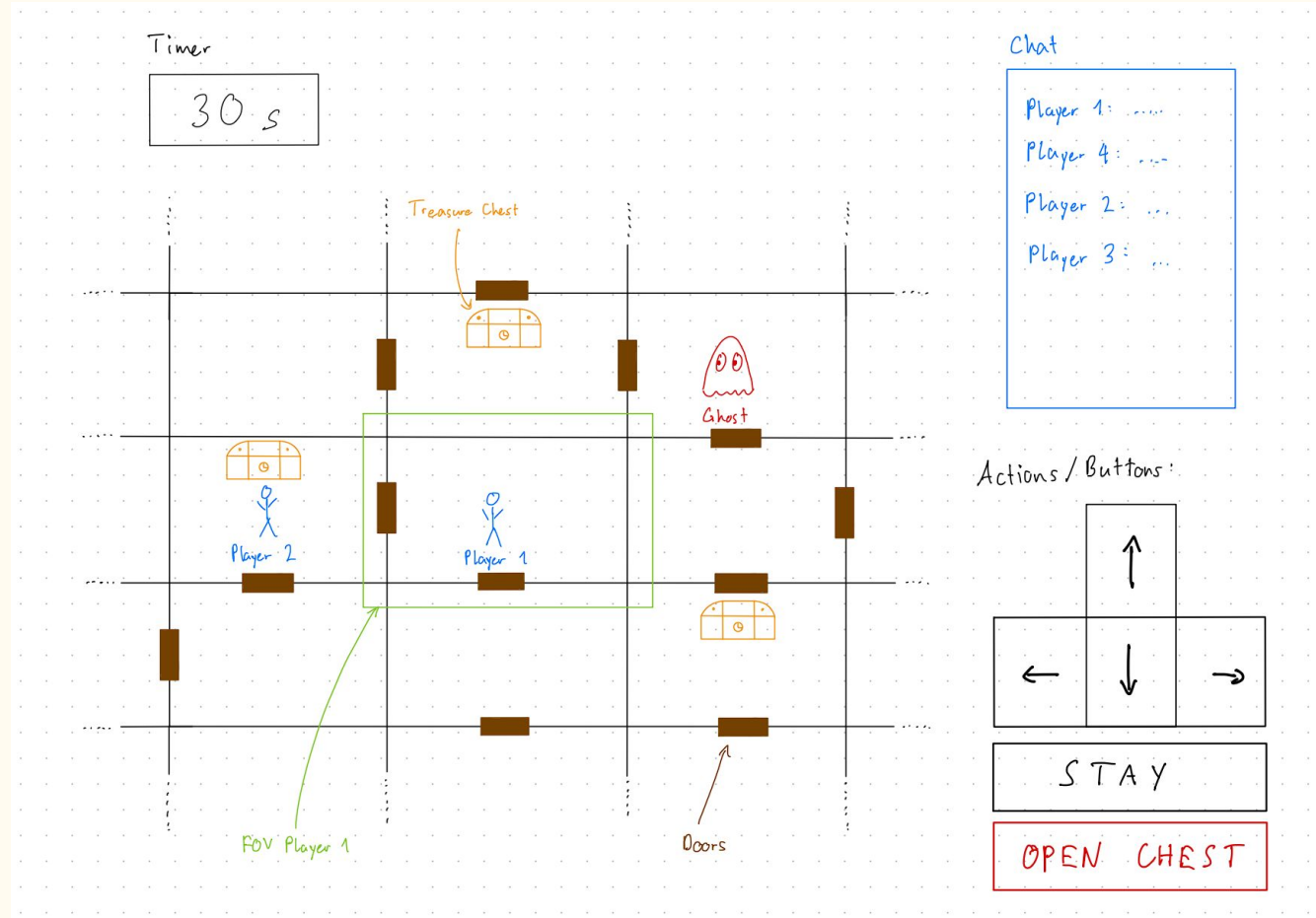
Programmierprojekt FS 2023 - Gruppe 7

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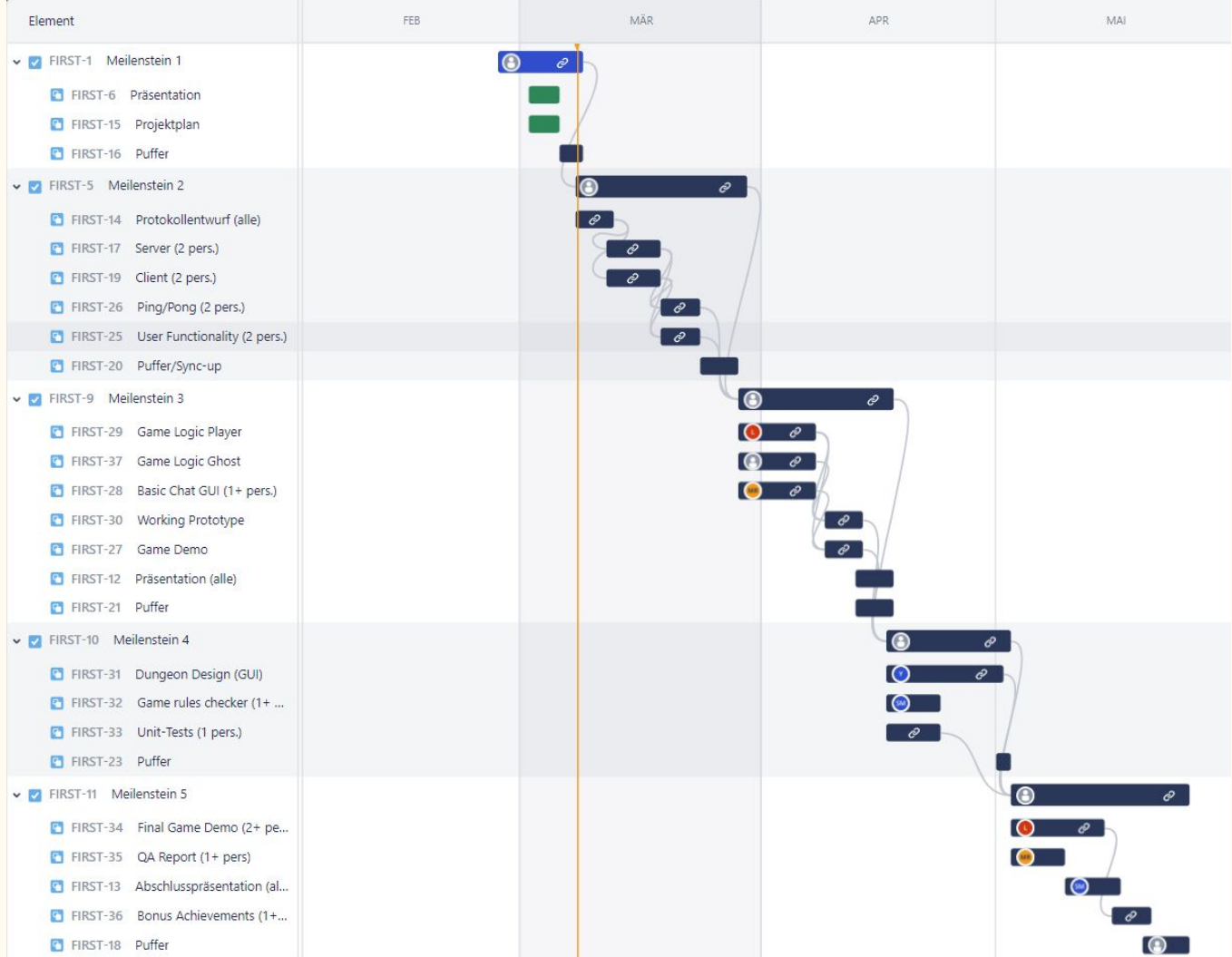
- About the game idea & mockup
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- Server - Client aufgaben
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Mockup

- Timer
- Action Buttons
- Chat
- Treasure Chests
- Doors



Projektplan



Server/Client

- Server:
 - Sendet Client Infos über Zimmer (wie viele Türen, wo sind die Türen etc.)
- Client:
 - sendet jede Runde Nachricht am Server welche Türe gewählt wird (north, south, east, west)

Protokollstruktur: <status><destination><command><params>

Beispiel: OK lobby1 move player4, north

Requirement analysis

Server	Both	Client
<ul style="list-style-type: none">● Game Logic● Data structures<ul style="list-style-type: none">○ Maze structure○ Doors/chests○ Players/Ghost locations● Game instances/Lobbys	<ul style="list-style-type: none">● Network Protocol● Authentication● Chat● Timer	<ul style="list-style-type: none">● GUI● Keystroke/Click event listener● Command/Debug interface

Danke für die Aufmerksamkeit!

Fragen?