CS399 F19 - Project 7 Pitch

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# Codebase

We will be using the codebase from Ryan and Cole’s GAM150 project titled ‘Blast Droids!’. The game is written in C, and contains roughly 13,000 lines of code. The small scale of the codebase should allow us to easily revisit and make modifications for the purpose of this project. The game is also ready to play, allowing for quick testing.

# The Software

Blast Droids! is a multiplayer arcade space shooter in which players must escape randomly generated galaxies through exploration and encounters with enemy ships. The application has a rudimentary data logging system included. We plan to revisit that system for this project. The system will need to be modified to track the systems of our choice, as well as export the data in the format best suited for our dashboard.

# Visualization

There are a few systems within the engine formidable for process and performance visualization. The physics system, championed by our then teammate Evan Kau, who has now moved on from DigiPen to begin his career as a technical artist is large and impressive. The AI system features BOIDS and a sophisticated galaxy generator. We plan to visualize the system processes and performance of one or more of those systems. Below is an example of a random galaxy, followed by a screenshot of a player(yellow) being chased by flocks of enemies(red).



