

Team 11 - 12:30 PM

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Project #5: Duck Maze

We plan to work in node.js in order to set up multiple players for a co-op game where they must guide a duck through a maze. They will use the different pieces of information that they are given at the start of the game, to work together and get this duck back to its home. If they lead this duck down the wrong path, they still have to work together to get it back on track.

The maze is the first thing to be set up by the game then it will randomly disperse the directions/clues to the different players. As each player guides the duck, the maze will be updated. There will be a server program, and then each player will have its own instance of a client program. The clients will receive the updated location of the duck once a player makes a move to reposition the duck via the server-client relationship.

Regarding the look and the feel of the user interface, each client may have buttons that allow a duck to move through the maze in a certain way (up, down, left, right), and each client will have a scene that displays the pieces of information they need to know how to move the duck. The players may also have a message box so they can chat with each other. Of course, there may be other components that we may want to add later on, but we will determine that later on. The aforementioned components are the ones that we think are necessary as of now.