

Project 4

ADAM FAUST

How to play:

The game is a 2d racing competition. You spawn in and are a little cube and you can move using left, right and jump. Your goal is to beat your opponents in a race to the bush at the end of the track. You also collide with opponents. And there is a text chat feature. The scene resets on a player winning.

Results of Playtesting:

The game plays how I imagined and I think it would be fun to play a few times with actual other people competing. I wanted to make a calm tiny chat room racing game and I think I accomplished that.

I have a video named 'Project4ServerVideo' that will be in my write up folder on my repos. Its a zoom recording of me showing the server launching and me running it with 4 players on Godot.

Server and Client:

The platformerserver is my main scene and I uploaded it to wpcpc.fun using filezilla. My port is 3010 so I had to change that in some of the scripts. There are 4 available users.

userOne | username: user1 | password: test

userTwo | username: user2 | password: test

userThree | username: user3 | password: test

userFour | username: user4 | password: test

The players can look at other player movements and collide with them in real time and they also can use the chat to talk to each other.