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CSC476

Project 2 Write-up

How to Play the Game

This is a simple linear race, where the map will change along the way. You can see the animation that moves and the player will fall into the church area of the map. They will get an invisible checkpoint, that will unlock the finish, where it will just restart the game. Move with arrow keys and jump with space. The chat is in the bottom left.

Results of Playtesting

The playtesting went well, as did the server and client connection, both on the localhost and on the game.wcpc.fun server worked as intended. The only thing that is a little odd is the animations on the characters on the screen will move with both the players, even tho the physical position won't.

Server and Client:

The platformerserver from the book is my main scene that is run. I uploaded the linux export from godot onto the game.wcpc.fun using filezilla. My port being 3013.

The 4 players are

user1   test
user2   test
user3   test
user4   test

The players can look at other player movements, collide with them in real-time, and implement the chat.

```
{
  "user1": {
    "password":"test",
    "avatar":"res://02.sending-and-receiving-data/Avatars/female_idle.png",
    "name":"user1"
  },
  "user2": {
    "password":"test",
    "avatar":"res://02.sending-and-receiving-data/Avatars/player_idle.png",
    "name":"user2"
  },
  "user3": {
    "password":"test",
    "avatar":"res://02.sending-and-receiving-data/Avatars/player_idle.png",
    "name":"user3"
  },
  "user4": {
    "password":"test",
    "avatar":"res://02.sending-and-receiving-data/Avatars/player_idle.png",
    "name":"user4"
  }
}
```