SENG 401 - Presentation 1

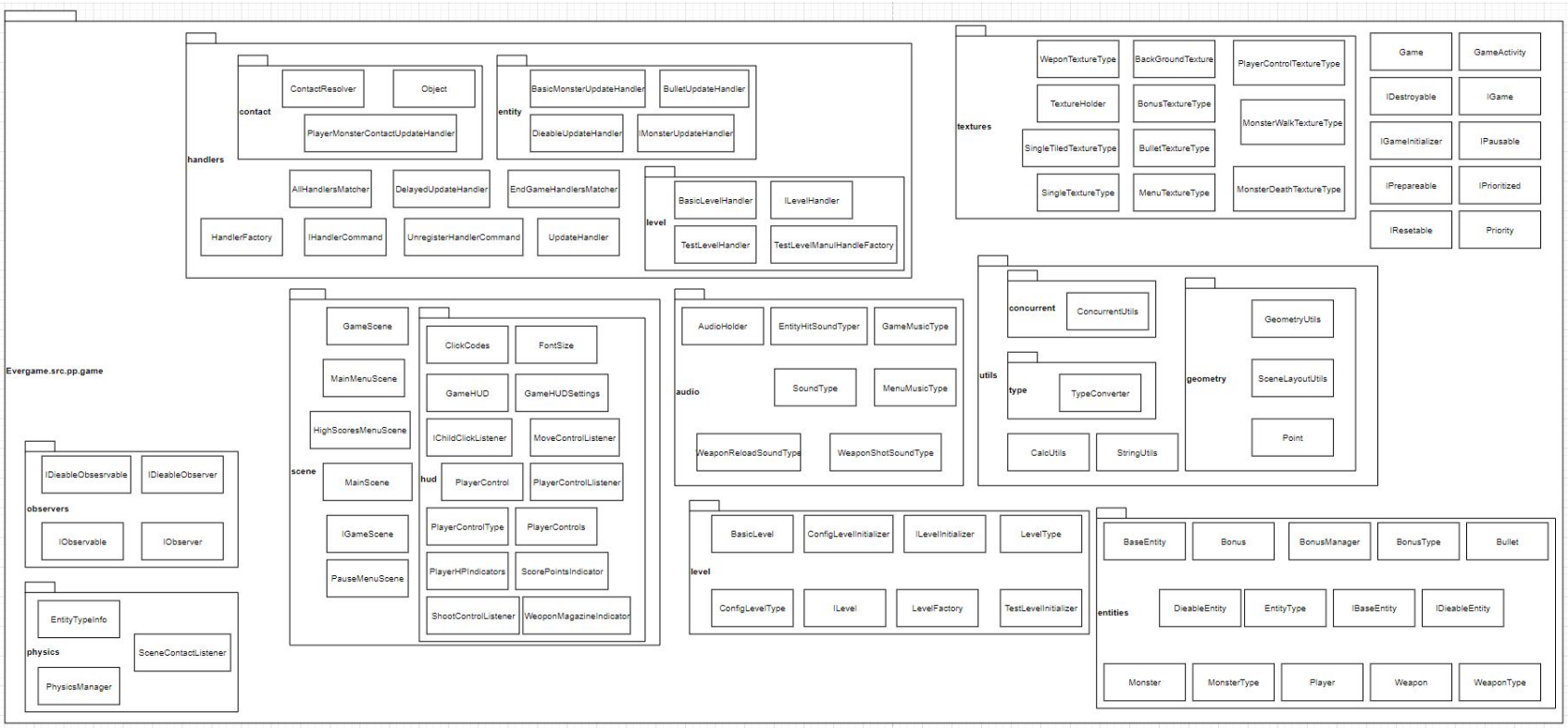
Group 11

EverGame (Non-ML) - Description

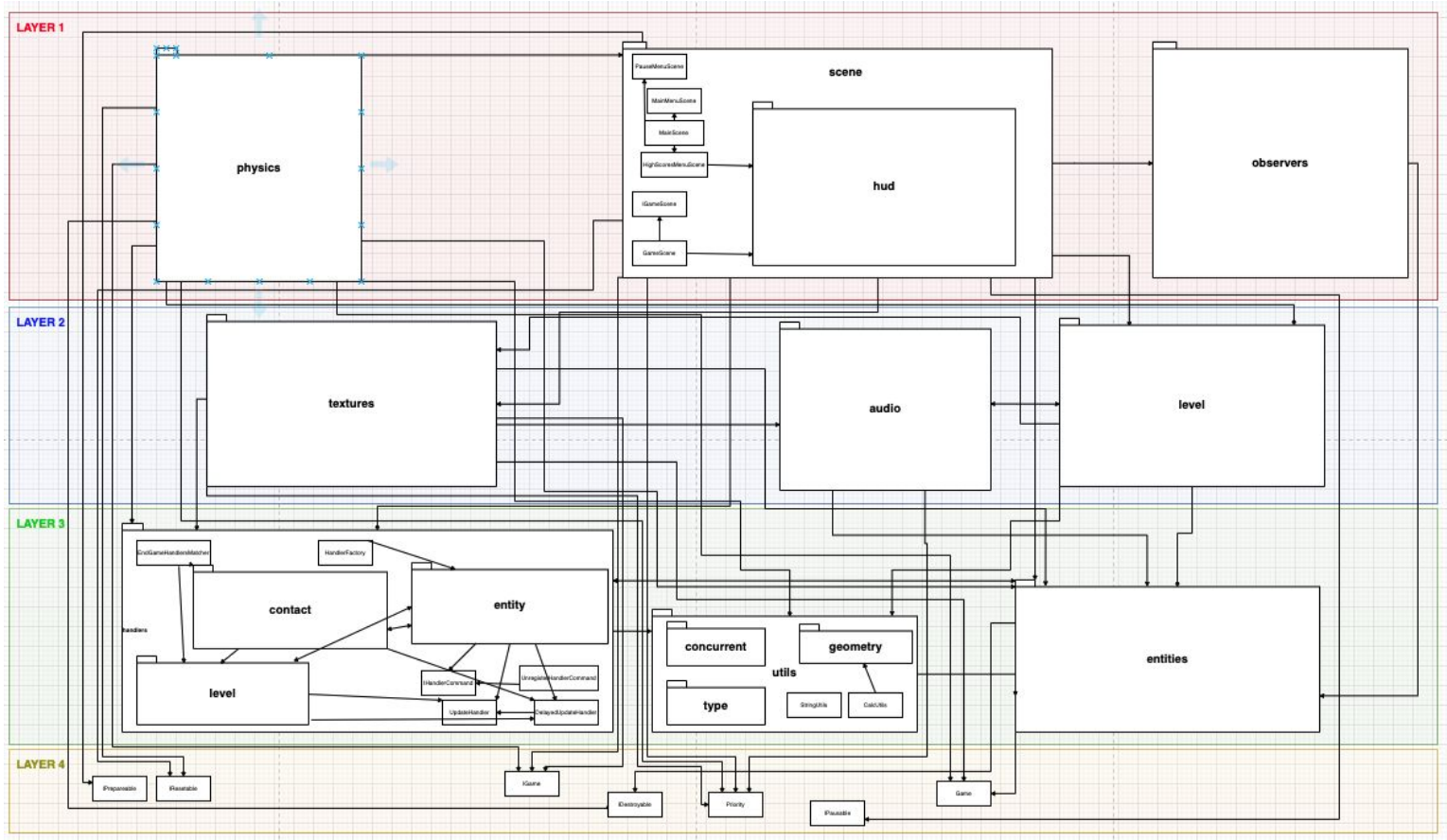
- https://github.com/templatevk/EverGame
- Top-down shooter game
- Menu and game both have music, and there are in-game sound effects as well
- Level based game, users fight various monsters (runners, spiders, zombies)
- Variety of weapons can be chosen to fight the monsters
- Players can walk around and they can die as well
- Each player has a weapon, HP bar, and a walk speed
- Different textures for monsters and guns
- Levels have different monster types, number of enemies, spawn intervals
- Players die when a monster reaches the player

EverGame (Non-ML) - Stats

- # of Classes - 100
- # of committers - 2 (templatevk, user)
- # of branches - 2 (master, trunk)
- Total # of commits - 2 (master), 3 (trunk)
- 100% Java
- Initial commit on Sept. 18, 2012, latest commit on Mar. 2, 2013



Decomposition View



Layered View

6.867 Final Project (ML) - Description

- https://github.com/melink14/6.867-Final-Project
- Machine Learning version of the classic Mario Game
- ML algorithms (“knn”, “SVM”, “Naïve Bayes”, etc.) would create an AI to clear levels that progressively got more difficult
- Levels consisted of different enemies (goombas, koopa troopas, bullet bills, etc.), different difficulties as well as a time limit
- Different number of enemy spawns for each level and it is dependant on the difficulty of the level
- Powerups can be picked up to make Mario stronger (mushroom, green mushroom, fire power)

6.867 Final Project (ML) - Stats

- # of Classes - 149
- # of committers - 2 (melink14, nvillalva)
- # of branches - 1 (master)
- Total # of commits - 103 (master)
- Code Languages - 97.8% Java, 1.7% Python, 0.5% Shell
- Initial commit on Nov. 6, 2011, latest commit on Mar. 4, 2013

Why These Projects?

- Group members have interest and common understanding of video game basics
- Both games have a Similar premises (kill enemies & don’t get killed)
- EverGame is top down shooter
- 6.867 is a 2D platformer