

Project 5: Tank War

Team #: 7

Section: 12:30 T-Th

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Multiplayer Tank Deathmatch (Project Description)

We are building a multiplayer tank deathmatch game in which clients can connect to lobbies and battle one another. There will be a scoreboard that indicates the number of kills a user has in a game. Once a user dies, their score will be reset (similar to online games like agar.io).

Server

The server will continuously send the opponents coordinates and information regarding the opponent to the client, the client will render the opponents on the screen. When a client wants to shoot a projectile, the client will notify the server with their current X & Y coordinate, which will notify all other clients of a shot, and the clients will handle all of the physics of each bullet and collisions with other users. If a user gets hit by another clients bullet, they will notify the server, and the server will update the users health.

Client

The user interface will be implementing using the HTML canvas and the Phaser 3 game library, it will be continuously updated by the server.

Languages & Frameworks Used

- Javascript (NodeJS)

- Socket.io
- Phaser3.js