My project

**Note that this document is intended to be used as a script for the introduction to my Project.**

Hello!!

Did you know that the forecast for the gaming industry in the period of 2022 to 2025 is that it Will grow for almost a third? That mean lots of bussiness and that’s why I chose to develop a game for my final Project.

Do you remember the classic “Metal Slug” saga? Well add online multiplayer on top of that and you get my game.

I chose to develop an online cooperative game since nowadays almost everyone plays online, the internet is growing day by day and that is reflected on the number of steam players who grow day by day, now in the 100+ millions and that’s just an example since there are many other gaming platforms such as Epic, Origin etc..

I hope my game brings people back to the days where they used to play Metal Slug on arcades but now from the comodity of your PC at your home.

Note: \*\*Show menu screen photo\*\*

It’s really simple, let me show you.

Just input the IP of the host in which you are running the server application and then the port in which the server is listening.

Now we must choose our own nickname, there are no limitations and finally the Lobby name which our Friends Will make use of to join us.

Then we click “Start Lobby” and we wait for someone to join.

Whenever someone joins we’re free to start our game and just enjoy the experience!

I’ve used several technologies to accomplish this behaviour such as KryoNet for the online stuff such as real time communication between the clients and the server.

For the game itself I chose to develop it using LibGDX a Java Based library that’s avalible for free on the Internet.

It was a really hard development since I had to learn lots of things such as implementing an efficient real time communication or developing a server using LibGDX as a back-end but it was worth it because I feel that I accomplished the goals that I set at the beggining of the Project.

Hope you liked my presentation.