Aspire: Discussion

Disclaimer: There were a large number of issues that plagued us every step of the way, causing us to be forced to practically restart half the assignment from scratch on Tuesday. As such, the full program unfortunately does not work, but we do plan to continue working on it as we have time. As such, we will explain here what we had intended, at least for this assignment.

Login was username followed by a 1 or a 0 for whether or not the player was ready to start the game. The int would start as 0 for everyone, then as they readied up would switch to 1. Once all players readied up, the game would actually start.

Once the game starts, the server selects a monster at random, and assigns a turn order to the players. (Have not gotten working) The player selects to attack or block and a message is sent as follows.

Attack:

AXXYY where XX is the damage to be dealt and YY is the number of active shields the player has.

Defend:

D00YY where YY is the number of active shields the player has.

The server then broadcasts to all players what the Monsters health becomes and how many shields the monster has in the format:

RXXYY where XX is the health and YY is the number of active shields the monster has.

After each player takes a turn attacking, the monster attacks all players using the same protocol as listed above.

After each turn, the server informs the next player that it is there turn. (Unimplemented)

Dealing the final blow to a monster awards a player a point on a scoreboard on the server. When a player has their HP drop to 0 they are removed from the turn order/combat. Once all players have “perished” the points are tallied and the player with the most points is determined to be victorious.

We all had a lot of issues with Unity, not fully understanding C#, messages not sending and behaving as expected, and a large slew of other issues, all starting with not even being able to connect clients and servers until about 8 weeks into the quarter.