

HCL INTERNSHIP – MINI PROJECT

WEB BASED 2D MULTIPLAYER GAMES

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ABSTRACT:

Games innately seem difficult to build. With lots of moving pieces involved (quite literally), game development seems like it's restricted to developers who've immersed their feet deep into the holy waters of networking, mathematics, graphics, and the like. However, with the web evolving ever so rapidly and with all the new protocols and libraries that have spanned in recent years, it's now super simple to get started with building browser-based multiplayer games.

This study aims to build two 2D multiplayer browser-based games that can be played on any desktop out there. The first one is a fighting game with local multiplayer while the second one is a simple multiplayer snowball fighter game both made through JavaScript, HTML canvas, CSS and socket.io.

This project aims to address a particular trend in gaming and build a simple game that is playable on any device with any hardware specification whatsoever. JavaScript and HTML canvas offers easy access to building great games. They're easy to monetize and have a lot of potential in the current game market.

LANGUAGES/TECHNOLOGIES USED:

- JavaScript
- HTML/CSS
- HTML Canvas
- Socket Library

REQUIREMENTS:

- Any text editor like VSCode, Atom, Sublime Text etc.
- Windows/Mac/Linux Based System
- Any chromium-based browser like Google Chrome, Microsoft Edge etc.

FLOW DIAGRAM:

