



# Adventurecraft: The Quest for Windows 9

by  
Team Voltron

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# Project Overview

- ❑ 2D platformer based on Pewdiepie's Broland Minecraft server
- ❑ Features 2 levels: Broland and Nether
- ❑ Broland: interact with Broland inhabitants and collect power-ups
- ❑ Nether: Defeat enemies and progress through the level to fight final boss; Pewdiepie himself



# Key Architectural Drivers

- ❑ We need the game to be easily accessible by our clients
- ❑ Game updates need to be easily pushed to clients
- ❑ Possible implementation of multiplayer and stat tracking
- ❑ Possibility of DLC and other services like season passes and cloud gaming



# Architectural Style Choices

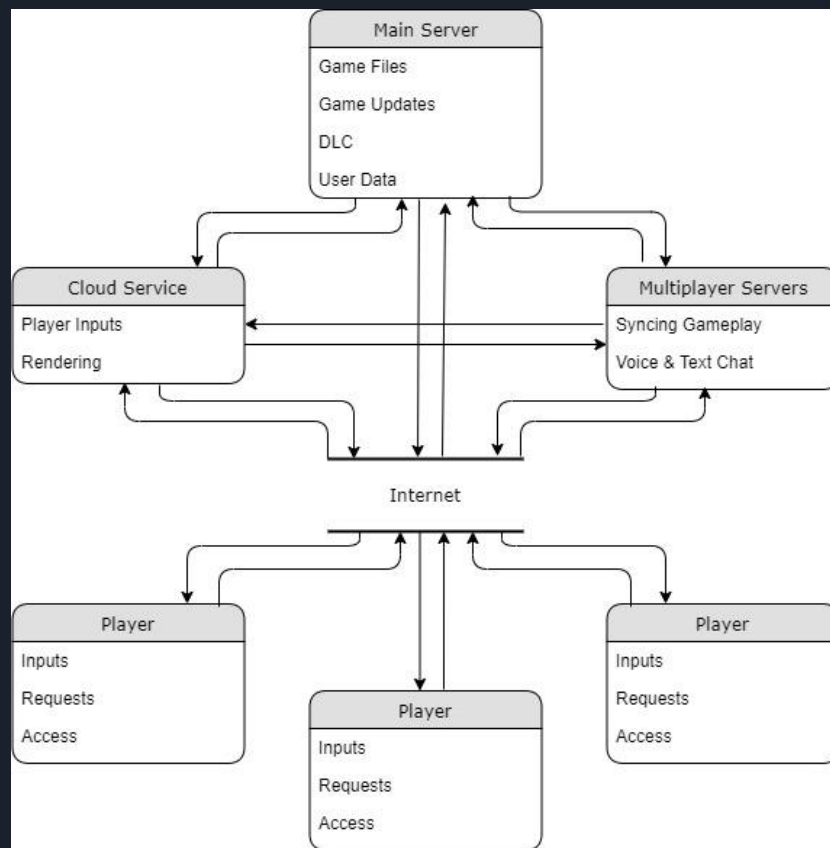
## ❑ Publish-Subscribe

- ❑ Once the client has purchased the game, they are subscribed to news and receive updates for the game
- ❑ They can also purchase a season pass, where they are subscribed to DLC and game extras as they are released

## ❑ Client-Server (Our Choice)

- ❑ We can have a central server where we host our game and all necessary updates + DLC
- ❑ Also allows us to implement multiplayer/co-op in the future
- ❑ We can possibly even plan for cloud gaming

# Our Architecture





# Conclusion

- ❑ We agree the Server-Client Architecture is best suited for our game
  - ❑ We can expand the game with multiplayer later on
  - ❑ We can also consider cloud services and cloud gaming
- ❑ Issues
  - ❑ Cost of implementation
  - ❑ Scope
  - ❑ Most likely easier ways to achieve our goals