CSE551 Project

This project is to be a game utilizing various web services to facilitate its function. It will consist of a WebGL front end for rendering a simple game like tic-tac-toe or connect 4. It will use various web services to facilitate a lobby system, a chat system, and game manager. These web services will communicate to each other using XML and JSON. Match histories will be stored as part of a service in an ontology format.

If the basic functionality proves to be within scope, the application will be expanded to provide simple phrase based chat that will using a mapping ontology to convert the phrases into the user’s preferred language. Potentially an ontology of geo-location lookup based on connecting IP can be used to give default options or pair players with other players in their region.

Technologies utilized will be WebGL for rending the front end of the application. Java utilizing Springboot and Node.js for back-end services. Web services will be structured using RESTful architectural design. Chat will likely be done using WebSockets to ensure live updating.

         Game

o   HTML5 Browser Game, mobile?

o   Chat App

o   Lobby App

o   Leaderboards

o   Split apps between technologies

  XML/JSON to communicate

o   Technologies

  HTML5 front end

         Javascript WebGL

  WebSockets chat

  Lobby REST service

  Node.js

  SpringBoot

  Git - GitHub

         Music/Media Player

o   Music tagger converting Ontology between various formats

         News Aggregator

o   Translate different languages to your native tounge

         Ontology

o   Slang Converter

o   Translator

  Read news from other languages

  Translate game chat

         Phrase-based conversations

  Abbreviations

         Concatenation to full two words

o   Geo-Location

  States

  University

  Country