Semester Project — Abstract

CSCI 310 — Python
September 28, 2017
Joel Cressy, Tyler Jones
Ernie Ripley, Andrew Whitehurst

Our final project is a massively multiplayer web version of Pong. Each game will start with several players. When a player fails to return a ball, they are successively eliminated, the pong arena shrinks, and eventually the last player standing is crowned victor.

The server backend will utilize Flask as the web framework in addition to flask-socketio to maintain web-socket connections with clients. The Python backend will automatically create and destroy lobbies as players enter and leave games. MongoDB will be our database engine used to store the state of each lobby, provide the information necessary to maintain synchronization and correctness between clients, and store persistent player data.

The game's frontend will utilize Javascript and HTML5 canvas to render 2D graphics and provide user feedback during gameplay.