Tic Tac Toe

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Team 3

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Overview (Review)

Leverage Firebase and Google Cloud services to show the feasibility of a turn-based multiplayer game

Instead of hosting a centralized multiplayer server, we use managed servers to allow for
- Easier & faster implementation
- Easier maintenance
- Scalable

The focus is on leveraging these managed services for a turn-based multiplayer platform and not so much the actual gameplay.

Overview (Review)

Tech Stack
- Firebase Authentication
  - Email
  - Google sign-in
- Firebase Functions (database transactions, game-state, player-state, matchmaking)
  - Database transactions
  - Game state
  - Player state
  - Matchmaking
- Firestore
  - Player accounts
  - Games in progress

Overview (Review)

Tech Stack
- Unity + C#
- Google Cloud SDK
- Firebase SDK
- Android SDK
- Postman
    - Rest API testing
- Github + Fork client

Sprint 1 Business Goals (Review)

- Client-side gameplay functionality
- Email sign-up and login
- Matchmaking
- Google SSO (moved to sprint 2)

Sprint 2 Business Goals

- Receive notification of game sessions ❌
- Google SSO ✅
- Multiplayer gameplay ✅
- Automated testing ✅

Automated Testing

Android Studio?

Unity native?

Demo Time

...questions?