

Network Game - Checklist

Due Date

- Assignment due on Tuesday - June 8 by 11:59 pm CDT (midnight)
- Submit all files and directories to Perforce
 - Checklist, Code, Video will be in the same directory as solution file
 - /student/<yourname>/GameName/...
 - Checklist.pdf file
 - Helps identify the work completed
 - Link YouTube video
 - Video with Audio commentary
 - 5-10 minutes
 - No audio - no grade
 - Validated by Keenan
 - Grad Students
 - Ad Hoc network paper (see assignment)

Goals

- List of tasks completed (Answer all the questions in next section)
 - To ensure you get credit for the work completed.
 - If you do not supply your checklist,
 - You aren't hiding incomplete material, you are doing just the opposite
 - I won't spend extra time to dig into these areas
 - I'll assume it's not there and you get a 0
 - Please be honest and don't hide the ball
 - The only way to get credit or partial credit is full disclosure
 - Please answer these questions – to help me and you.

Questions

(Very short answers please)

- Quick short answers to each PA5-PA7
- Understand what PA's were completed and what is not
- I understand that development happens out of order
 - that's why you include the Changelist numbers.

1. Game Data Driven (PA5)

- a. Input queue
 - i. Which file is your input queue in?
 - ii. What data do you serialize for your input queue?
 - 1. Please list the classes / structures
- b. Output queue
 - i. Do you have a single output queue or do you send data directly to the other machine, (where is it)?
- c. Network communication
 - i. Is there anywhere in the code that you (**send/receive**) your data from network that is not in a queue, if so please explain?
- d. List the changelists associated to this task
- e. Summary of work for this task (2-3 paragraphs)

2. Lobby (PA6)

- a. Is your lobby working?
 - i. Cycling from the select screen / lobby to the game and back?
 - ii. Do you create a custom screen or screen elements for the lobby?
- b. Are you using System Link or Live?
- c. Where is the address of the external machine stored?
 - i. File and data location
- d. List the changelists associated to this task
- e. Summary of work for this task (2-3 paragraphs)

3. Moving Ships (PA7)

- a. What data are you transferring between machines...
 - i. To move the ships?
 - ii. To move the bombs?
 - iii. To send missiles?
- b. How do you differentiate the local machine (host) and the external machine in your code?
- c. Where is the collision of the ships/bombs/missiles/walls controlled?
 - i. on Host, local to each machine, something else?
- d. List the changelists associated to this task
- e. Summary of work for this task (2-3 paragraphs)

4. Movie Recording

- a. Did you complete your movie recording and checked it into perforce?
- b. Record on the host computer a complete game cycling (2 times or more)
 - i. Enter into lobby
 - ii. Select session / join
 - iii. Play a complete game
 - iv. Return back to lobby
 - v. Start another game
- c. Please record your audio describing what is happening in the game
 - i. Talk me through what's working or not
 - 1. Describe each milestone verbally
 - a. PA5 – Game Data Driven
 - b. PA6 – Lobby
 - c. PA7 – Moving Ships
- d. Only record the output window not the whole screen

5. Record the demo

- a. Window with your audio commentary explaining the system
 - i. Show case your system by recording the demo
 - 1. Any format you want, record
 - ii. DO NOT splice or edit the video,
 - 1. if there is a cut, I assume you are doing bad things
- b. Use any recording mechanism of your choice
 - i. Please also record audio (its required)
- c. Recording mechanism
 - i. Suggested: BSR is a good choices, it's free
 - ii. **ONLY record the graphics window not the whole screen**
 - 1. **Listen to the AUDIO, is it clear and loud?**
 - iii. Record at a fast frame rate (looks smoother)
- d. **Post your recording to YouTube**
 - i. Use any recording mechanism of your choice
 - 1. As long as there is a youtube link in your report.
 - 2. Needs to be open to public