

Ability To

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Server

- Ability to generate a game map with the random pieces within it.
- Ability to receive requests to join the game from clients.
- Ability to distribute map to clients as they connect.
- Ability to randomly position players for game start.
- Ability to track information for each client.
- Ability to give a game start countdown to all clients.
- Ability to determine client's new location based upon a 'request' direction to move and client's health, as well as any obstacles (e.g. map edge)
- Ability to broadcast to all clients when there is a winner.
- Ability to recognize the start and completion of a bridge circuit.
- Ability to place professors randomly and move them after they encounter someone.

Client

- Ability to join a game server.
- Ability to receive a map from server.
- Ability to start game based on server countdown.
- Ability to display graphics while receiving networking information.
- Ability to display map from *top viewpoint* of, centered at player.
- Ability to layover objects on the map sent from server. (e.g. place visual for H1N1, *manhole*)
- Ability to send a request to the server to move in each of 4 directions.
- Ability to update graphics based upon new location from server.
- Ability to display health meter.
- Ability to update health meter based upon information from server.
- Ability to specify server to join game on.

Higher Level - ("User has ability to")

- Ability to move around map in 4 directions.
- Ability to walk at different speeds (based on health).
- Ability to attend class.
- Ability to eat.
- Ability to exercise inside (FitRec) and outside (Bridge circuits).
- Ability to interact with professors/administrators.
- ~~Ability to interact with other players?~~
- Ability to increase and decrease health.