

Lazer Tag

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Origin of the Game

- Laser tag crossed with Unreal Tournament
- Has the associated rules
- Why pick the project: Original Idea and Fun!

Changes

- New Game Modes (TDM & CTF)
- New Levels (Mine & Lava)
- New Power-ups (Earth & Lightning)
- Score Board & Game Info
- Spectator Mode
- Optionz!

Added Suggestions

- New Player Models (Dalek)
- Player Names above head
- Charge colors
- Oh, and **Connet** is now **Connect**!

Conclusion

- Proposed scope \approx actual scope
- Took time making code Networking worthy
- True hacking

Redo?

- More planning, less hacks
 - Networking designed with player and game type info in mind
- Level design with gametypes in mind
 - Right now, a new level for each gametype

Future

- We will not be continuing with the project after the semester
 - Accomplished our goal to make Lazars

Demo

- Lasers and more lasers

Questions?