Ian, Dan and Chris March 20, 2013 Team Discussions

Game Style

- Initial joining only

- If a player drops then there is no way to rejoin (must wait till a new round starts)

The problem: equal actions per frame

Action: add check for key down bools in in timer

If (pressed)

Send

Buttons:

Bool Up,

Bool Down,

Bool Left,

Bool Right,

Bool TurretRight

Bool TurretLeft

Bool FirePrimary

Bool FireSecondary

Bool FireSpecial

ClientFrame will send out the button bools to the server

Server Side

Problem: how do I determine my own location?

Action: clients assigned an array position

Special Items considered for later addition

Scale factor will be determined by window size divided by the default server map size (client side only)

Server side, a default graphics objects will be created for doing hit detection. Client side does nothing.