

Subatomic Anarchy

A realtime space trading game in HTML5, Javascript,
Node.js, socket.io, and MongoDB

Idea

- Real-time networked game
- Flying in space and trading resources

Game Rules

- Player has a ship with which he flies to planets
- Players have 3 resources: Gold, Food, and Deuterium
- The ships have a maximum capacity, which can be upgraded in the shop
- Travelling between grids uses up Deuterium

Technologies

- Everything written in Javascript
- Server Side
 - Node.js
 - Socket.IO
 - MongoDB
- Client Side
 - HTML5 Canvas with EaselJS Library
 - Socket.IO
 - jQuery

Features

- Secure registration and login
- Real-time synchronisation between players
- Real-time chat
- Trading at planets, and at the shop
- Messaging System with notifications

Questions ?