

Team Name: JEKAL

Member Information: Josh Landron CSSE Major
Ed Abshire CSSE Major
Krystle Levin CSSE Major + Mathematics Minor

Project Description:

The project game will be a team based infection battle-royal type of game involving 2 or more teams of unique colors consisting of x size. The goal of the game is to have the team with the largest color group. Ideally the game will keep real-time score of how many players are of each color. Individual player scores will be determined by how many times the player gets turned in addition to how many players that player has turned.

Tentative Schedule:

Week 1: Begin protocol definitions (game, login, and chat)

Week 2: Create server skeletons

Week 3: Create game client skeleton

Week 4: Test Server Client Network

Week 5: Build game 'world' (Unity)

Week 6: Basic connection tests with clients to the server

Week 7: Login and pass to game server

Week 8: In-Game design work (interactions, messaging, etc.)

Week 9: Final Testing and Debugging

**Meetings to be held weekly, either in or outside of class, to evaluate progress*

Tentative Task Assignments:

Josh Landron: Game Design
Game Server
Project Unity Master

Ed Abshire: Network Protocol Design
Server Creation
C# and .net Programming Master

Krystle Levin: Project Management
Chat Server
UX Design

Link to GitHub Repository:

https://github.com/jlandron/CSS432_19A_JEKAL

**Instructor has been sent invite to the repository*