

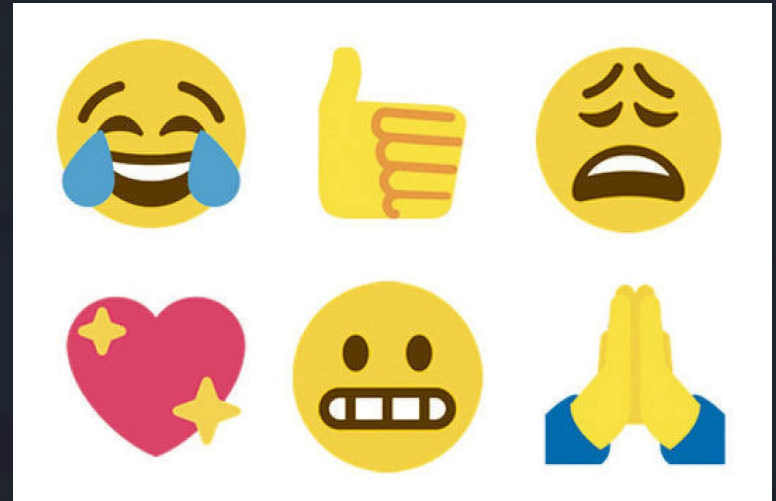
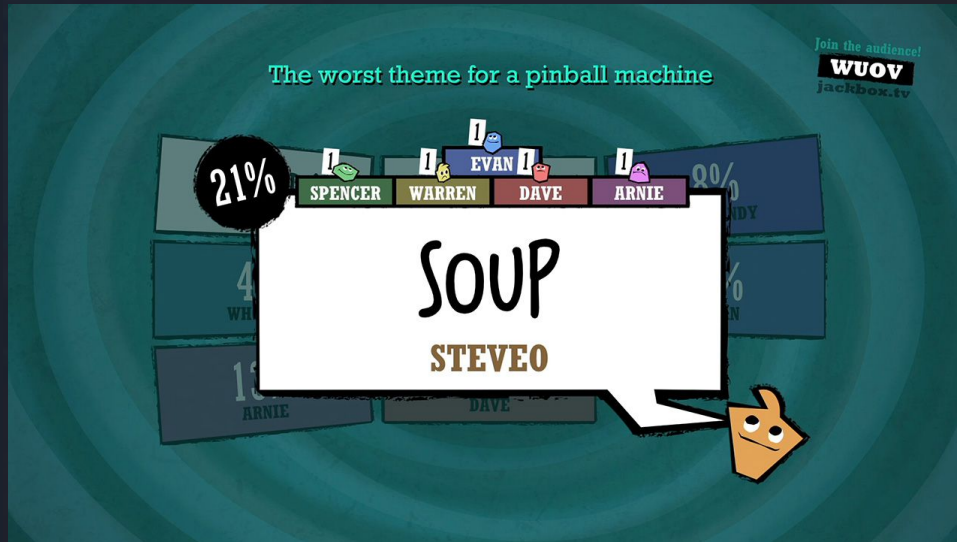


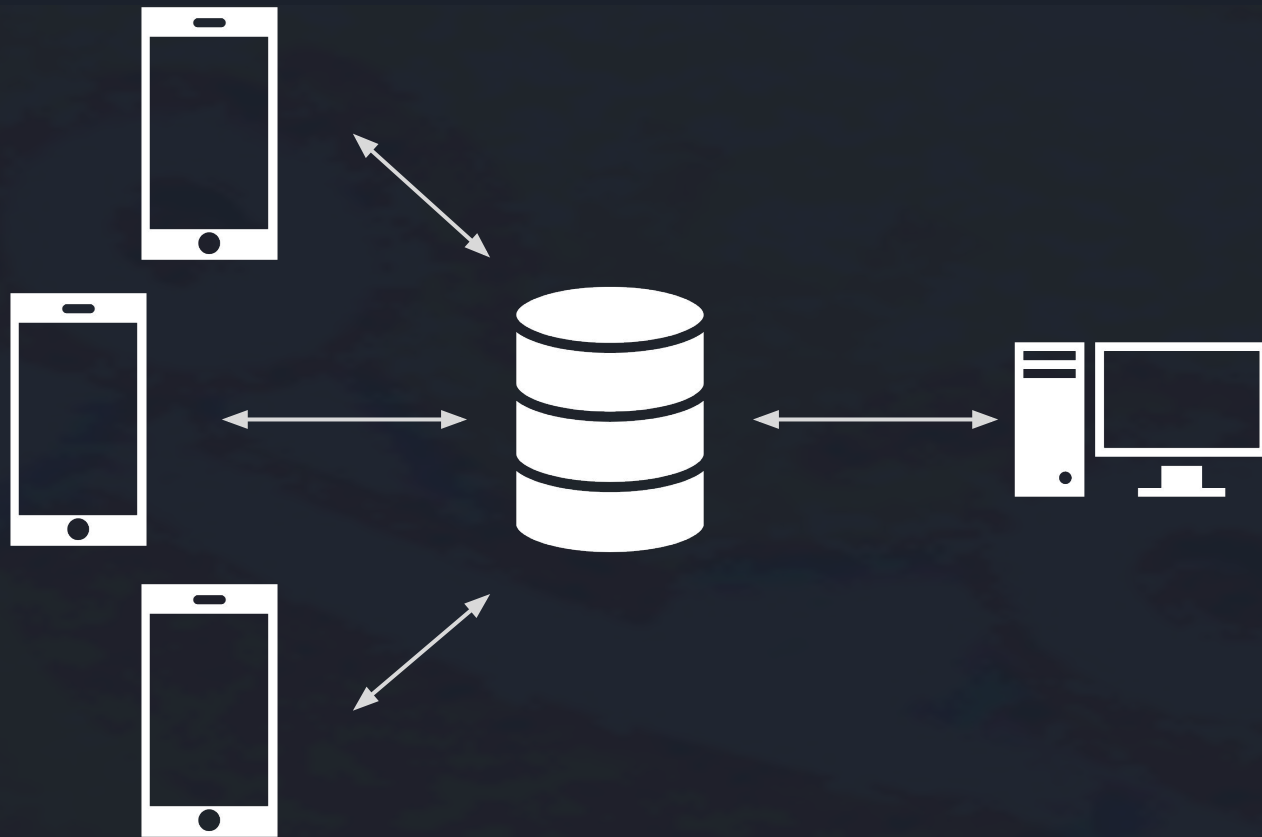
# Memoji

CS407 Senior Software Engineering Project

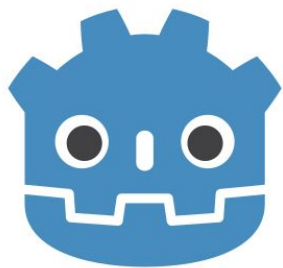
Jonathan Poholarz, Maxwell Jones,  
Manoj Polisetti, Andrew Ring, Delun Shi

# Inspiration and Goals





Application Architecture



**GODOT**  
Game engine

Host and Players



Back-end Server

*Go-What Now?*



unity



**UNREAL  
ENGINE**

Competing Game Engines

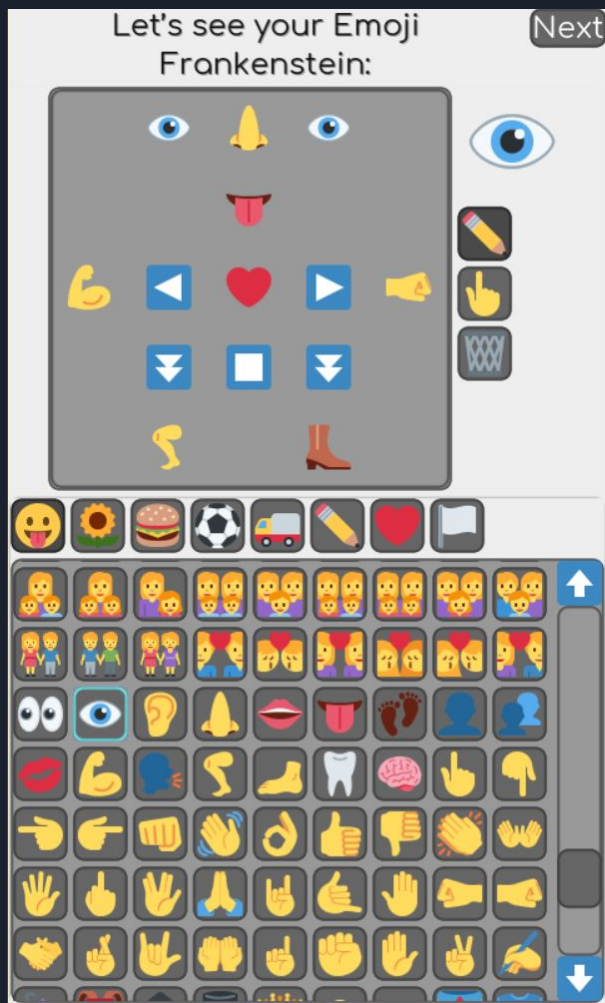
# Fastest growing open source projects

Overall, we're seeing trends in growth of projects related to machine learning, gaming, 3D printing, home automation, scientific programming, data analysis, and full stack JavaScript development.

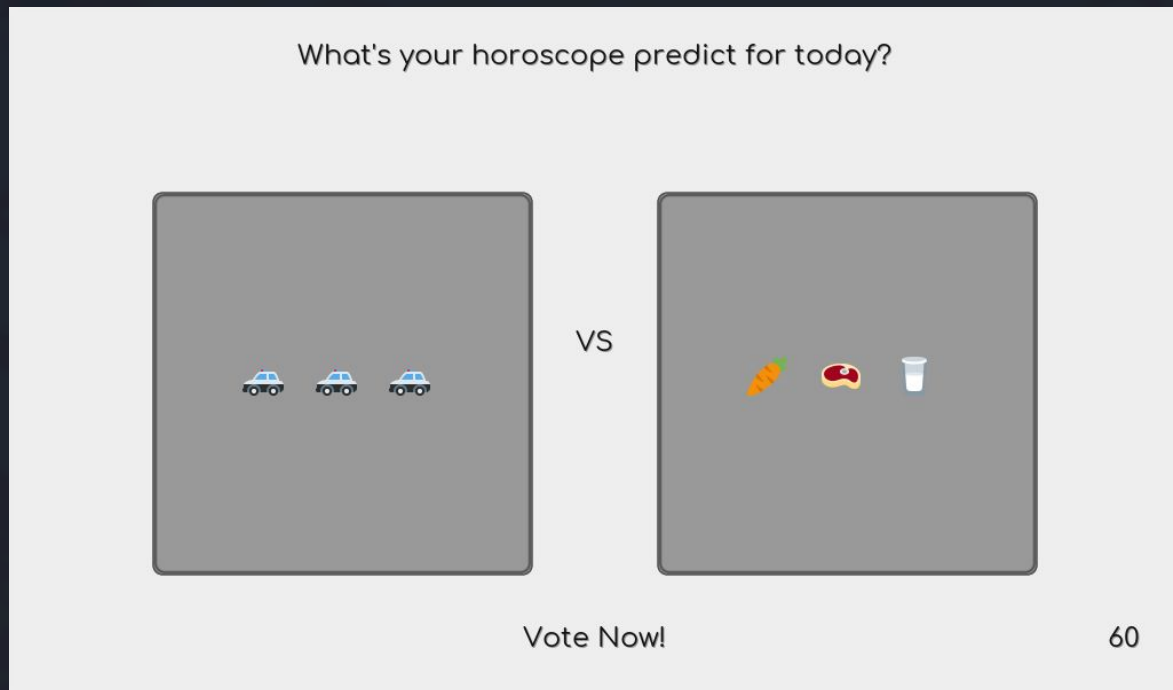
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	Change
1 <u><a href="#">MicrosoftDocs/azure-docs</a></u>	4.7×
2 <u><a href="#">pytorch/pytorch</a></u>	2.8×
3 <u><a href="#">godotengine/godot</a></u>	2.2×
4 <u><a href="#">nuxt/nuxt.js</a></u>	2.1×
5 <u><a href="#">ethereum/go-ethereum</a></u>	2.0×
6 <u><a href="#">wix/react-native-navigation</a></u>	1.9×
7 <u><a href="#">spyder-ide/spyder</a></u>	1.8×
8 <u><a href="#">tensorflow/models</a></u>	1.8×
9 <u><a href="#">home-assistant/home-assistant</a></u>	1.6×
10 <u><a href="#">MarlinFirmware/Marlin</a></u>	1.6×



# Innovative Gameplay







Manoj



Maxwell



Andrew,  
Delun

Scrum Master / Godot “Expert” : Jonathan





# In Review

## Various Networking Challenges

- Handling edge cases
- Not using the low level TCP library as intended

Testing is slow. Screens often locked behind other screens.

Core game logic not well defined initially (Still not perfect).

- Led to a monolithic beast of a file.

Coding standards evolved throughout the project.

Demonstration

