ORB LEAGUE

Description

In this project, we will implement a local network 2D live game. This game will allow two players to search and join any locally hosted server. The game will simulate ball physics and each player will control a ball on multiple unique maps to battle.

Game Rule

This game has different modes. The default mode is classic, in which players can spawn on various spawn points on the map. After the countdown, the game will start, and each player is free to move and outplay other players. It's a ball physics simulator in which the players can have abilities, such as making their mass heavier.

Stack

Front End:
- Java AWT
- Java SWING

Back End:
- Java

Goals

- A panel with the names of players and the current score
- A configuration panel that is accessible through a menu bar
- A model that allow the sever side to customize the map
- A GUI live update the location of players
- A model that ask user if they want to attempt connecting to another player or wait for another player to connect

Milestones

Week1:
- Discuss the division of labels and specific functionalities
- Discuss the rules specification of the game

Week2
- Start the backend of the game
- Design GUI

Week3
- Finsh backend of game
- Design and implement the socket module
- Implement GUI

Week4
- Finsh the backend
- Integrate GUI and backend softerware

Week5
- Debug/testing
- Documentation

Team

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Work Distribution

Bozhi Deng:
    Implement socket module
Felix Hu:
    Implement GUI
Zetong Pan:
    Implement the game and integrate backend
Jane Zou:
    Documentations and testing

Spaces
- Wechat Group
- Git: git clone https://submitty.cs.rpi.edu/git/u22/csci4963/p01/00001_huj15