

Keepin' It Realtime

Members: Roy, Alan, Ahmed, Michael

Overview

2D Sidescroller Multiplayer Game Web App

- Avoid obstacles and shoot enemies
- Users can play as guests or register to save high scores and awards
- Multiple game modes and lobbies for each mode
- Messaging/Chat through website

1st Sprint Backlog

- A simple 2D infinite side-scrolling game, where a player can control a character to keep constantly moving to the right, while avoiding obstacles
- Be able to run this game in real-time over the network using Socket.io
- Set up user accounts such that each user is given a random account when directed to the game page, to communicate with the game. However, they still won't be able to set up their own accounts or save their game state for the next time they log in.
- Set up a simple chat server, allowing different users to communicate over the network and have it synchronized.

Features Completed

- The 2D game (infinitely side-scrolling with character avoiding obstacles)
- Networked using Unity networking
- Random user accounts created for each user of site
- In-game Chat Server

Problems

- Making the physics of the game run correctly
- Multiplayer networking needs optimization
- Obstacles not coordinated due to networking inefficiency
- Working with sails was difficult due to unclear documentation
- Still debugging...

Goals for 2nd Sprint

- More front-end design of website
 - Michael/Alan
- Allow user registration and sign-in
 - Alan
- Bring the chat to the website, rather than in-game
 - Michael
- Add friending and private messaging system
 - Ahmed
- Add scoring to game and a leaderboard prototype
 - Roy
- Game tuning(character physics, size, background, etc)
 - Roy/Ahmed