

CSCE 431 Project Outline

Team BMORPG – "Barely Multiplayer Online Role-Playing Game"

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Software Capabilities / Features

BMORPG is a turn-based role-playing game (RPG). Each player has a windows client program which connects to other players via a central server. Each game consists of a series of turns between players. The game ends when one player runs out of health. Players can use experience points from completed games to spend upgrading their own character's weapons, health and abilities.

Architecture

There will be a server and several game clients. For the first iteration of the game, the server will simply serve as a lobby to connect clients. Each client will store information on its character locally. In future iterations, the server will store information in a database on all players and games. The server will become the authority on player's levels and items. We may also choose to implement an AI for single-player mode.

Implementation

This project will be written in C# on Windows using Microsoft Visual Studio. All server and client programs will be Windows based. For version control, we will be using ANKHSVN, a plug-in for Visual Studio. We will use Microsoft SQL server on the server for storing player statistics.