

CMSC 137 Project Specifications

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Groupings

There will be three (3) members per group. Groupings will be up to your lab instructor. Lab sections with a number of students that is not divisible by three will be allowed to have groups of up to four (4) members, at the discretion of your lab instructor. Students may not go solo or duo.

Specifications

The project must be a **multiplayer game** that is playable over a network **using UDP**. It must also have a **chat module** to allow players to chat with each other **in real-time**. The chat module must be **accessible during the game** and must use a **TCP connection**. Your multiplayer game must support **three to $+\infty$ players**. A means of keeping track of the game's state (via scores or other metrics) must be included, and an endgame is required.

Tabletop and card games are not allowed. Examples of games that you can emulate are:

- Clash of Clans
- Slither.io or Agar.io
- Tetris Battle
- Battle City (ang hindi maka-relate, *toot*)

The required programming language is **Java**. You may use game libraries (e.g., [Slick2D](#)) but you cannot use game engines (e.g., [Unity](#)). A game manual/tutorial must be included in your program (not a printed/hard copy).

Each group **must** have a Git repository (you may use any online repository you wish, e.g., [Github](#) or [Bitbucket](#)). Each group member must make contributions to the repository. This will be checked by your lab instructor looking through your repository's commit history.

Criteria for Grading

The project is worth 15% of your grade. That 15% will be divided into:

Criterion	%
Successful connection to the chat room (using TCP)	1%
Turn-based sending and receiving of messages	1%
Sending and receiving is not turn-based	2%
Chat accessible in-game (parang sa DotA)	1%
Successful connection of players to the game (UDP); game must not start until all players are connected	1%
Updates are sent to all players regularly (e.g., scores)	2%
Endgame detection	1%
Game Mechanics and Interface	5%
Game Manual/Tutorial	1%
TOTAL	15%

Deadlines

Please take note of the following deadlines:

Requirement	Deadline
Proposal - the format will be posted in our lecture Google Classroom	28 October 2016
Chat Module (even without user interface, at least three players)	31 October - 4 November 2016 There will be no classes on 31 October and 1 November; you will have to present to your lab instructor during the week.
Game layout and gameplay	7 November - 11 November 2016
Playable game even without scoring	14 November - 18 November 2016
Initial Project Presentation	21 November - 25 November 2016
Final Project Presentation	28 November - 2 December 2016