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**The Product**

**About**

The Product is a game where players fight and endless onslaught of enemies in melee combat to score as high as possible. Each room holds a max of 5 players. Players attack in the direction that they click, and move with “WASD” or arrow keys.

**Websockets Use**

Websockets are used to group players into existing rooms if they are below their max of 5, or create new rooms for players to join. Websockets is also used to send data from one client to others such as player and enemy movement updates, weapon/enemy and enemy/player collision updates, and score updates.

**Right and Wrong**

What went well is that I got the game started.

What went wrong is that I didn’t accomplish as much as I had hoped to get done. I got hung up on bugs for more time than I should have.

**Future Work**

I would like to add ready state, better graphics, and more variation to enemy types, and player combat.