

# Black Fighting Team

## Game Description

A multiplayer game, with option to load 2 players on one arena in 2D fitting entirely on the screen. The players will be moved left and right, they will be able to jump and using skills.

The players can use skills witch will have cool-down several seconds. The match will have limited time, if none of the players is dead the player with less HP will lose the game when the time is up. Players win points witch will be setup in the top list where they will see what place are they.

Accounts, passwords, characters info and top list will be saved in database (MySQL, REDIS, SQLITE).

## Implementation

### Setup (до 09.11.2014г.)

This part is for the entire team:

- Getting familiar with BSD sockets and TCP/IP protocol;
- Making simple Chat (client, server);

### Nikolay Tsonev:

2D Graphic (до 06.12.2014г.):

- ➔ Client side visualization and input logic (definition and implementation)
- ➔ Draw static arena and background
- ➔ Visualization of characters movements
- ➔ Visualization of proper cinematic (magic cast, etc...)

Implement the connection Server->Database (MySQL, REDIS, SQLite) (до 20.12.2014г.)

### Mitko Petrov:

Client/Server (до 16.11.2014г.):

- ➔ Low level Send/Receive packets (BSD sockets wrap)

Server (до 20.12.2014г.):

- ➔ Clients inputs scan
- ➔ Movement calculation
- ➔ Collision detection

### Ivaylo Conev:

Client/Server (до 19.11.2014г.):

- ➔ Define and implement server client communication protocol

Server (до 20.12.2014г.):

- ➔ Collision detection
- ➔ Magic cast calculation
- ➔ Client update generation