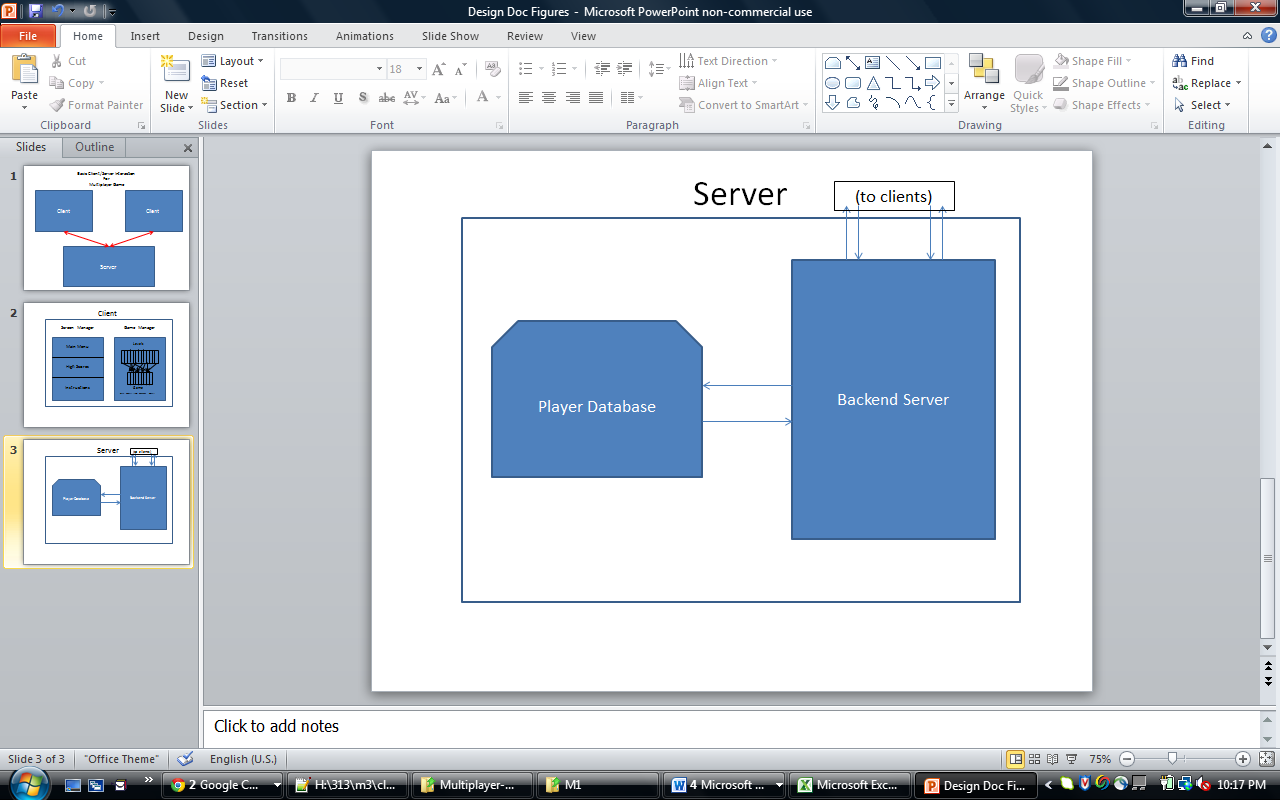
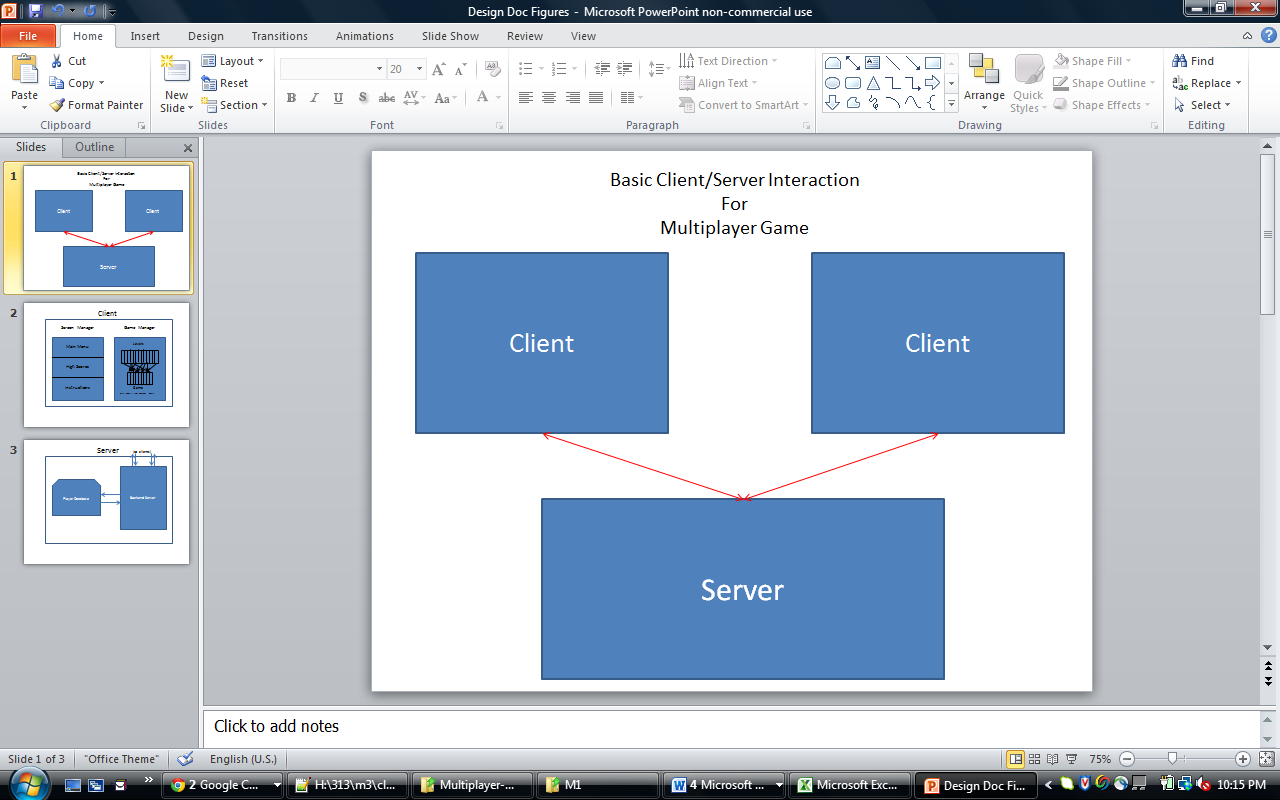
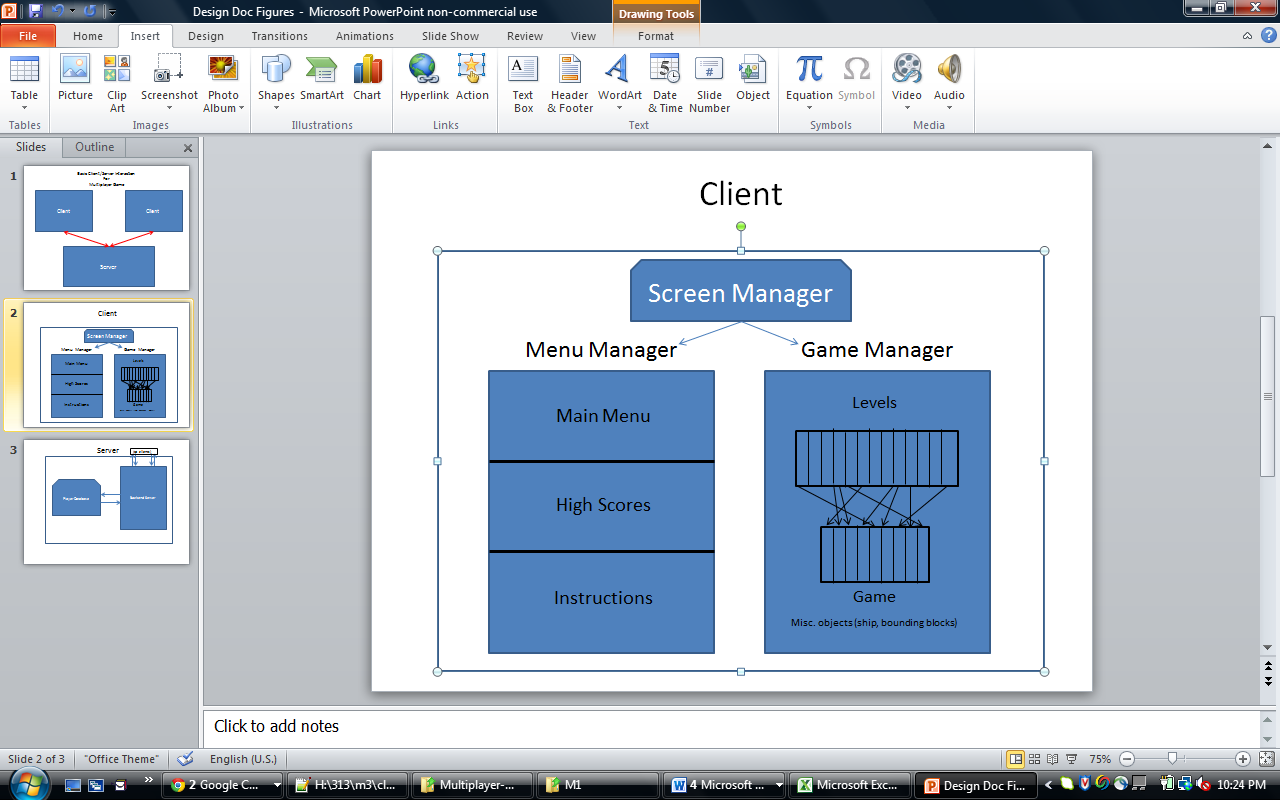
**Section 1 – State the purpose of your project/sub-system:**

This design describes on original game which attempts to provide all of the aspects of meaningful play. It is designed as an online, multiplayer racing game with a unique control system application. The style targets a retro aesthetic appeal, which is complimented by a simplistic control scheme.

**Section 2 – Define the high level entities in your design:**

High Level Entities:

In the game, we have:

The primary high level interaction in this design is between a client and a server, since the game is run in a multiplayer environment. Each player runs a local client on their own webpage, which communicates with a server, which in turn sends updates to another client, and vice versa. Furthermore, each of the high level entities can be further subdivide (especially the client side).

The client consists of a number of different aspects, which in turn create the game.

* Stage: hosts all of the local graphics. This is the easeljs underlying framework that we use to draw on the canvas.
* Screen Manager: passes control to the appropriate control manager with parameterized function calls. The two managers that it can pass of control to are the Menu Manager, and the Game Manager
  + Menu Manager: Contains all information about menus, and has access to server to retrieve high score information. Deals with any screen involving text only. Handles mouse inputs for these screens as well
  + Game Manager: Contains all information about the ongoing game. Included in the game manager is a list of all possible levels, as well as a list of the current game set up. The game manager contains a final tier of objects
    - Level: A numerical description of the various block-obstacle arrangements
    - Ship: The ship itself which the player controls, along with its various variables
    - LevelLayout: The randomly generated list of levels that make up a course, as well as the endpoints.
    - Collision Detector: An object to create simple collision detection. ***Notice that this is hosted by each client separately.***
    - Animator: Object to manipulate objects on the screen, mainly being the ship. Handles events such as a crash and respawn.

The server is a much smaller application, in charge mostly of relaying messages between the two clients. The main objects in the server are:

* Database: This is a database containing all of the users of the game, and their rating and password protection information.
* Server State Manager: A manager that keeps track of who is online, and who is making game requests. This is useful when the client wants to know what games are available.
* Server Game Manager: A manager that relays updates from a client to another client, and keeps track of the current game layout.

Finally, we have one shared object, being an Update object. An update is the JavaScript object which the client sends to/receives from the server. It contains all of the necessary information that the other client needs to track the progress of the other player.

**Section 3 – For each entity, define the low level design:**

In describing the low level design, let us start with the client side. As stated earlier, the client primarily consists of a stage, which is where all of the objects are drawn. Simply stated, it is the parent to everything else. A stage is an easeljs framework object, from which objects can be attached and detached in order to display and remove them. The stage does little more than this, to provide an entity on which we can draw. The functions that are used with the stage are:

* detach(o) – detaches an object from the screen
* attach(o) – attaches an object from the screen.

From there, we move on to the screen manager. This is really no more than a state which describes if we are in game mode, in in menu mode. This is useful for when the server makes calls to the client, as well as for aspects such as applying event handlers. But in essence, this is really just a design abstraction that makes the flow easier to understand.

So first, let us address the menu manager. Whenever the menu manager is opened, a mouse event handler is added, to handle clicks on the text which redirect the user. The text will be drawn again by using the easeljs Text object framework, which can be added to the stage and drawn easily. The main control flow of the screen manager is run through the function:

function displayScreen( index );

The indices of possible screens (highscore, main menu, instructions) are pre declared as constants in an enumeration style beforehand, and so this function can be used to call any menu (ie. at startup the main function can call displayScreen(MAIN\_MENU) to easily and clearly start the main menu). All other function calls through the menu manager are through the easeljs framework, in creating text objects to display, and attaching/detaching them from the stage.

From the screen manager, the program can also call startGame( type, host ), which begins a game using enumeration style constants type: SINGLE\_TIME, SINGLE\_CHALLENGE, MULTI\_RACE, MULTI\_CHALLENGE. This is passed as a parameter, which determines which type of levels to generate. The host is a Boolean value which is passed for multiplayer game modes, and determines if the current client will generate the levels, or if the other client will. This is not to be confused as meaning that the client itself hosts the gameplay.

Now we move on to the game manager itself, which is where the game mechanics and objects begin to come into play. The game manager primarily contains information on level design and the current layout of the levels. In addition, it contains functionalities for collision detection, as well as the ship itself, and the top and bottom bounding blocks. As explained above, the menu manager transfers control to the game manager by calling function startGame( type, host ). If the client is the host, it generates a level layout as explained later, and if not, then the client can do nothing better than to wait for the server to send it the game layout generated by the other client.

\*As a quick side note, the rationale behind generating the level design in the client is thus; the client already needs a level generator for single player, unless we want the client to have communication with the server while in single player mode. So from there, it would be repetitive and unnecessary to put this in the server code as well.

To generate a level layout in race/time trial mode, the program calls:

function generateLevelLayout() – this returns an array of levels.

Taking this a step deeper, levels themselves are hardcoded in as predesigned arrays of arranged blocks. Blocks themselves are merely just an array of points (later we explain the addition of lines to these blocks for collision detection). So for each level, we have a function stored in an array called:

function generateLevelX( index ) - The index describes how many levels are before it in the level layout. Practically, that means that for each block, we need to offset it by (levelWidth)\*(index). levelWidth is constant across all level designs to aid in the simplicity of the design, and furthermore is set to the width of the screen (which is set to a constant value of 1000).

So stepping back up to the function at hand, generateLevelLayout(), the functionality takes a series of non-repetitive random numbers in the set [0..NUM\_LEVELS-1]. We then call the function from the array of functions described above, call it, and add the returned level to the array of levels which make up the level layout. This is repeated from 1 to LAYOUT\_LENGTH which describes the number of levels which make up a layout. The layout also stores the value representing the finish line. This will be used to determine a winner, as well as to stop scrolling once the finish line is on the screen.

Generating a level layout in challenge mode is slightly more complicated. Because we do not know when the game will end, we cannot compile the list of levels beforehand. Instead, what the program does is constantly store 3 levels. One is the current level, and then it buffers the next two. Any time the ship passes to the next level, a new level is generated. The low level design of this is an array of 3 levels called levelBuffer, and an integer describing the current level. Thus, whenever we pass to a new level, we generate a new buffered level, store it in levelBuffer[ currentLevel ], and then increment current level.

Finally, levels can of course be repetitive, but will not be allowed to repeat more than once every three levels. This is very easy, since when generating a new level in challenge mode, it can simply check that the level generated is not one already stored in the levelBuffer. The functional specification of this would be:

function generateChallengeLevel( index ) – index again describes how many levels have become before it. Thus the level generation itself occurs in the same way, and this function just picks a random level, repeats until that level is one not in the buffer, and then returns the compiled level.

The next aspect of the gameManager is the ship itself, which is stored using a number of values to determine velocity and position. Specifically, the ship contains an array of three points for the vertices of the triangle, a rotation value, and numerical velocities in the X and Y directions.

A primary place where these values are used is in the CollisionDetector. This is a specified static object which simply tells the client if the ship has collided with any blocks. The program does this computation by passing in all of the blocks from the current level, as well as the bounding blocks. The collision detection system then uses intersections to see if the player has died. In order to speed this process up, Line variables are added to blocks, which contain information describing a line, with a slope and intercept. We then call:

function intersect( l1, l2 ) – returns the point of intersection between the two lines.

Of course, for every frame we do have to compute the line functions for the ship object, however this turns out to be a relatively cheap operation. However, if we determine to use this sort of linear representation of a line, we need to take into account vertical lines. This is done using a quick check in the collision detector to see if the x values are the same. If they are, the convention we made is to simply have that constant x value stored in the line’s b-value. Thus, this actually speeds up the intersection calculation, since we just plug in that constant X-Value to the ship’s linear function.

A final aspect of the game manager is what we separate as the animator. Because we do the visuals primarily using vector graphics, we want to add some manual animations upon death. So first, whenever a player hits something, the ship spawns three separate lines, which move away from the point of collision in what looks like the ship splitting apart. Following a specified amount of time (say 1 second), the lines move back to the beginning of the current level and reform the spaceship. Before calling the animation object, the ship controls are turned off (in single player, the user can still pause). So this serves the dual purpose of being a neat user interface, as well as providing game mechanics to give a further time penalty for death. The function user to call this is:

function animate( deathPoint, respawnPoint, xV, yV ) – deathPoint and respawnPoint are fairly self-explanatory; just the point location of death and respawn. The other two values describe the velocity the ship had upon collision, which can be used to make a smoother animation. Notice that this will also have to have access to the stage in order to do the screen scrolling (scroll back to beginning of level).

A parallel ship and level layout is maintained for the opposing player, and is drawn along with the client players’ ship and level layout.

In terms of what the game manager does:

function update() – updates the current state based on currently pressed keys and position of the ship in relation to the layout. This is where scrolling is handled. If dead, most of this functionality is disabled while the animation takes place. This also updates and sends an Update object to the server for the other client.

function handleUpdate() – an event handler for an incoming update request. This then updates values for the opposing player’s ship to be drawn at the next update().

Next we move on to the server design. The server has a much simpler design, and is primarily used to communicate between clients. As stated above, the three main aspects of the serve are: database, server state manager, and server game manager.

The database is a fairly simple design. It is simply a SQL database containing usernames, passwords, and multiplayer ratings. The client communicates down to access a certain players profile to either receive permission to log in as that player, or rather to just query the database for top ratings.

The server state manager is slightly more complex. This is an object that keeps track of all users currently logged into the system, and tracks who is trying to begin each type of game. The primary use of this is to show the user if and who is currently waiting for an online multiplayer game. The design of this is simply through an array of current users and a Boolean flag saying if someone is currently waiting for a race, and if someone is waiting for a multiplayer challenge mode.

Finally, we have the server game manager. The server creates one of these for each game, and the serve then has constant contact with each of the target clients. The server receives updates from each client, and passes them on to the other. The functionality of this is fairly simple, and is run by installing an event listener to a web socket for a function:

function handleUpdate( update, client ) – takes the update, and sends it to the other client.

While this is the main function, we also need a way to transfer the level design mentioned earlier between clients, so chronologically, the server first installs a handler:

function handleLevelDesign( level, client ) – sends the level design to other client

After this function is called, the event handler is removed, and the handleUpdate function is added.

Finally, we need to address the Update object, being the main degree of communication between the clients. An Update is a list of all applicable information that one client needs to know about the other. The information we store is as follows:

shipX – X position of opposing ship

shipY – Y position of opposing ship

shipVX – vX of opposing ship

shipVY – vY of opposing ship

shipRotation – rotation of opposing ship

xScrolling – the X scrolling offset of the opposing client. Otherwise, we would need to calculate if the other client has stopped scrolling or not.

hasWon – has the opposing player won?

isDead – is the opposing player dead? Currently, we provide no animation for the opposing player’s death

**Usage**

Describe in a paragraph how the object is used and what function it serves. If an object will interface with an external object or system, it is a good idea to show the interface for the object. Most importantly, you must again describe your thought process for defining the object as you did. List the benefits and risks. If an object provides an encapsulation, describe in a sentence why the encapsulation adds value. Use your descriptions to give meaning to the diagrams. They don’t have to be verbose, just enough to get the point across.

**Configuration**

If your object needs any special configuration or initialization, this is a good place to describe it. If not, this section can be left out.

**Model**

Figure 2 shows an example of a to supplement the System Security entity from figure 1. It is not perfect UML, but has some aspects of UML. Most importantly, it describes the design.

[](http://blog.slickedit.com/wp-content/uploads/2007/04/figure2.jpg)

Figure 2 (click to see full size)

Don’t worry about perfection in your models, but be sure to describe exactly what is going on in the diagram. Here, two concrete security objects derive from a base security object, and a security factory will create one or the other for a client depending on the security model of the system.

**Interaction**

This is also a good section for interaction diagrams. An interaction diagram shows how a set of objects or entities communicate with each other to perform a complex task. Figure 3 shows an example of an to show how a user might log in. It uses objects from the various entities shown in figure 1.

[](http://blog.slickedit.com/wp-content/uploads/2007/04/figure3.jpg)

Figure 3 (click to see full size)

Again, this diagram is not perfect UML, but it explains the communication sequence to accomplish a complex task. Interaction diagrams are most useful when you want to diagram how an object in your system will communicate with an object in another subsystem. This type of diagram will let the other developer verify that the interaction is correct.

**Section 4 – Benefits, assumptions, risks/issues:** In this section, make a list of 5-6 top benefits of the design, a list of **ALL** known risks/issues and a list of ALL assumptions. Some of this may simply be rehashing what you wrote in a previous section of the document. What’s important is getting all of these items into one section so that the reader doesn’t have to read the whole document to understand what the benefits, risks and assumptions are.

Never remove anything from this section! As risks become non-risks, document that they are now non-risks and why they became non-risks. Never erase them from the document. The same holds true for assumptions. You should be able to look at this section and know instantly what the current risks are to your design.