

CS4344 Networked and Mobile Gaming AY14/15 Semester 2

Group 6

Elemental Frenzy

Team members

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# Introduction

* Motivation and direction for game
* How creative

# Game Design

* Game mechanics
* Splitting of workload
* Assets and artwork references
* Real-time
* Type of architecture
* Type of communication model
* How we synchronize states among players
* Strategies to reduce bandwith / power usage of the game
* How we ensure fairness

# Implementation

* Implemented in HTML5/Javascript
* Supports multiple game session capped at 5 due to network restrictions
* Game lobby which allows selection => player match making
* Techniques adopted for various situation
  + LPF for element ball
  + Short circuiting
* Smart client
* Library used
* Possible latencies that game still capable of handling
* Capable to be run on mobile platform, shake to change elements
* Problems faced and how we adopted techniques to mitigate issues