Team Good

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Game Technology Final Project Milestone 1

Single Player changes so far. We've now mapped mouse control to the penguin rotation so it is more user friendly. The penguin still moves with the up and down arrows. We plan on switching it to the wasd so that the user won't have to contort their arms to actually play. We've added alpha to the ball so that it is now slightly transparent and it now has a terrain mesh. Unfortunately we have not synced a proper height map with Bullet yet, so the terrain has no collision.

The current version of the networking code can only send 32 bytes of data in a single buffer without becoming corrupted. Any more bytes, and the bytes seem to go out of order. So instead we send multiple buffers of 32 bytes with great success. The client and server side of the multiplayer mode is now synced. There are some slight issues with camera control and animations on the client side. We will fix this next.

Input into the terminal:
./buildit
./Project1