

Final Project Proposal

Game Description

For my final game project, I want to create a multiplayer game using my networking system and Yunhao Ye's Physics Collider system. This will be a game where each player who joins the game server controls a mesh, and they are each given a specific target to reach to complete the game.

The players have to simultaneously move around to reach their target while not bumping into other players. If they collide with another player, they will respawn at their original location. Whoever gets to their target first wins.

I'm hoping that with the networking system, I could update player positions in real-time, and this could lead to funny, interesting movements and collisions in the game. One of my main inspirations/references for this final game is the mobile game called [Does Not Commute](#). Although it is a slightly different concept, I believe I can use my Networking system to build a similar experience with multiple players.

Physics Collider System

I read through all the engine system write-ups and was really interested in using Yunhao Ye's Physics Collider system for my final game. I think collisions will be an important part of my game, both with meshes of other players as well as any additional meshes I may have in the environment. I will use collision detection to know when players collide with each other, and then when a collision happens, I will respawn those two players back to their original positions. [Link to the Physics Collider System by Yunhao Ye.](#)

Additionally, I may also use the Vehicle System by Gabe Robinson-Barr. But this is a stretch goal as of now, since I haven't decided how my player meshes would look in the game. My main goal for this project is to make a fun multiplayer game with interesting player interactions that can happen in real time.