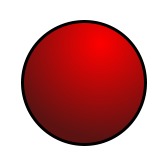
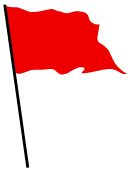
Project #5

Super Tag

Team 22

11 AM Section



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Idea:

Super Tag is an adaptation to the popular online multiplayer capture the flag game “TagPro”. Each client will connect to the server and be put into a map where players are circle balls and can move around with WASD and attempt to collect flags and return them to their base while avoiding other attacking players. The players will be able to bounce off the walls as they are constrained to the size of the map. If time permits, there will be powerups and traps that the clients have to avoid while traversing the world

Frameworks:

* Server:
  + Node.JS:

Implementation Details: TBD

* + Socket.IO

Implementation Details: TBD

* Frontend:
  + HTML/CSS

Implementation Details: TBH

* Backend:
  + Javascript

Implementation Details: TBD

Model:

<Insert Finalized UML/Activity Diagram>