

CSCI 3308 - Team Project

Title:

Hunger Games: May the Odds Be Ever in Your Favor

Team Members:

- Christine Samson ([casamson](#))
- Nolan Cretney ([nokynokes](#))
- Evan Su ([hexacyanide](#))
- Michael Xiao ([MDXiao](#))
- David Kleckner ([D-Kleck](#))

Issue Tracker:

- <https://github.com/sdevgroup/game-client/issues>

<input type="checkbox"/>	4 Open ✓ 2 Closed	Author ▾	Labels ▾	Milestones ▾	Assignee ▾	Sort ▾
<input type="checkbox"/>	Create classes for spawning other entities critical enhancement help wanted #6 opened 11 days ago by hexacyanide					0
<input type="checkbox"/>	Improved Game Plan help wanted #5 opened 20 days ago by MDXiao					0
<input type="checkbox"/>	Create an alternate display page for the exported client enhancement low priority #4 opened on Mar 14 by hexacyanide					1
<input type="checkbox"/>	Synchronize client states with the server enhancement high priority #3 opened on Mar 11 by hexacyanide					0
<input type="checkbox"/>	Allow websocket connections in development high priority #2 opened on Mar 9 by hexacyanide					0
<input type="checkbox"/>	Add user access control logic and interface blocking high priority #1 opened on Mar 9 by hexacyanide					2

- <https://github.com/sdevgroup/instance-server/issues>

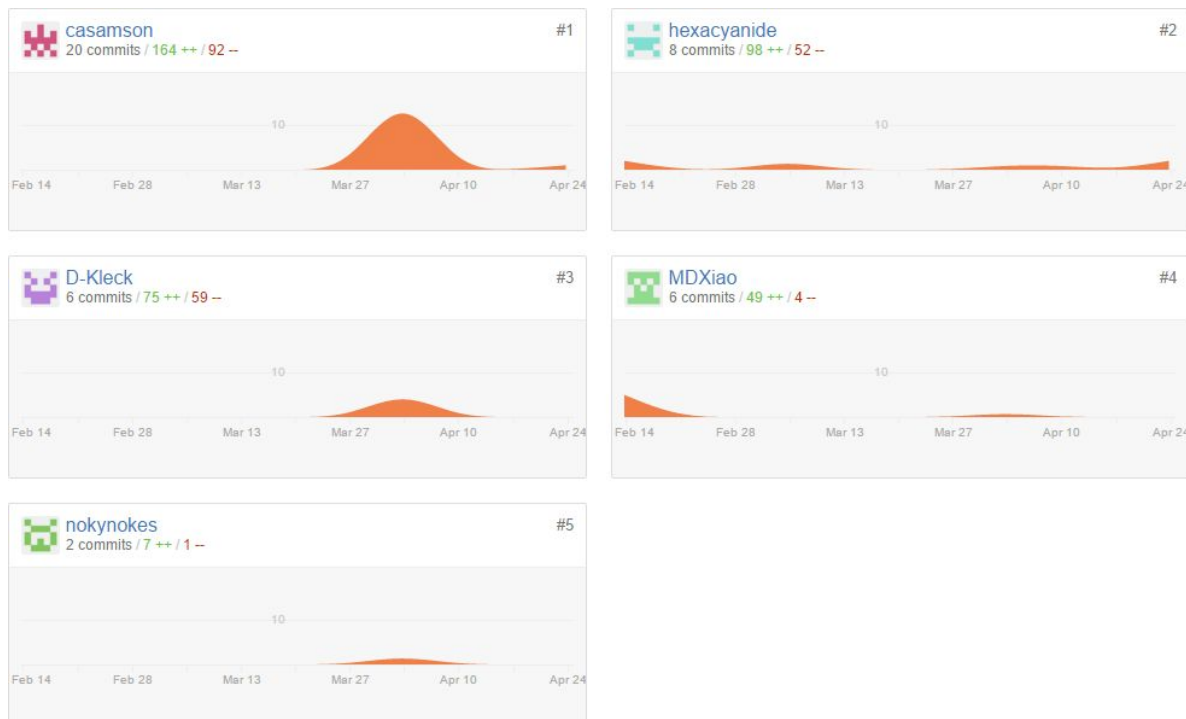
<input type="checkbox"/>	4 Open ✓ 2 Closed	Author ▾	Labels ▾	Milestones ▾	Assignee ▾	Sort ▾
<input type="checkbox"/>	Handle illegal player-controlled entity movements enhancement low priority #6 opened on Mar 14 by hexacyanide					0
<input type="checkbox"/>	Define a protocol for communications enhancement #5 opened on Mar 14 by hexacyanide					0
<input type="checkbox"/>	Decide on a storage medium blocking help wanted high priority #4 opened on Mar 12 by hexacyanide					1
<input type="checkbox"/>	Decide on an organization scheme for game instances blocking high priority #3 opened on Mar 12 by hexacyanide					1
<input type="checkbox"/>	Expose session data to websocket connections high priority #2 opened on Mar 9 by hexacyanide					0
<input type="checkbox"/>	Allow users to authenticate over HTTP critical high priority #1 opened on Mar 9 by hexacyanide					4

Version Control:

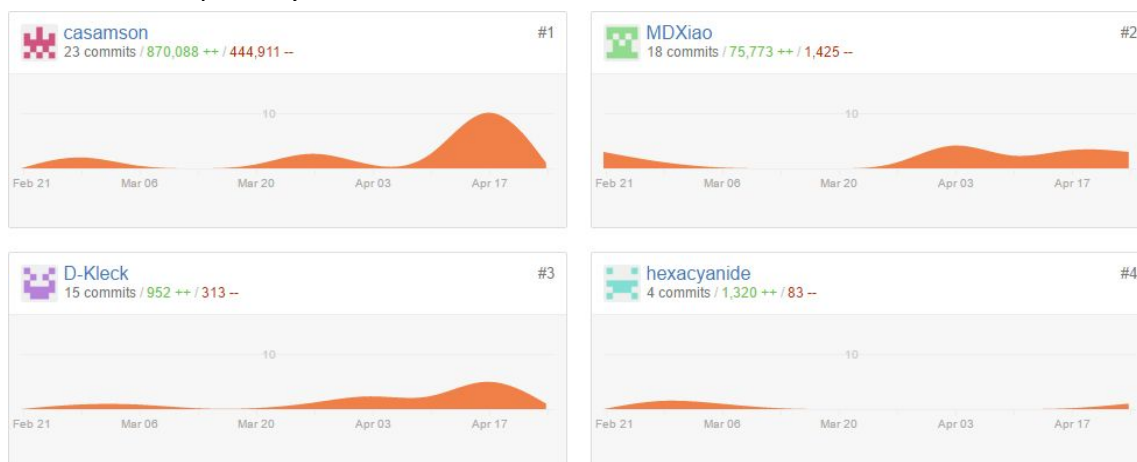
- <https://github.com/sdevgroup/project-main> (main repository, team members: all)
- <https://github.com/sdevgroup/game-client> (game client repository, team members: Christine Samson, Michael Xiao, David Kleckner)
- <https://github.com/sdevgroup/instance-server> (instance server repository, team members: Evan Su and Nolan Cretney)

Screenshots of Contributions:

Main Repository:



Game Client Repository:



Instance Server Repository:



Deployment:

The application can be run by cloning the *game-client* repository and building the project using Unity. To run the server, clone the *instance-server* repository and run ``node lib/server.js``. The server will automatically run on port 3000, which the client is preset to connect to. The client can be run as a standalone client and will function in the absence of a server.

Auto-Documenter:

We used the Doxygen Auto-Documenter.

<https://github.com/sdevgroup/game-client/tree/master/html>