Albert Chang
Andrew Chen
Joanna Clark
Steven Tran
Valeria Vikhliantseva

ICS 168 Sprint Report 3 - Frogger

Current State of Game:

We fixed large bugs in the multiplayer portion of the game for 3+ players, such as the non-host players only seeing two frogs, because they were not receiving messages from other players that joined. We fixed this by having anyone that joins send a message to everyone in the game, not just the host.

We completely changed the code for spawners to fix our desyncing problems (after a while, the cars and wood would end up in different areas) - the spawners are now centralized on the server and send messages to the clients on where the car/wood/plane should spawn. The centralizing process caused many bugs that we ran into, but they were all fixed.

We tried implementing the programs that would cause lag for our game - however, there was no visible change when using the programs, so we weren't sure how to implement latency mitigation without the latency actually showing up.

However, some features such as the point system and the timer have stopped working after implemented things such as centralizing and implementing more than 2 players. By adding 3 players, we have run into the issue of having our code not working and having to rearrange a lot of the architecture. Because of this, we've had to stop and fix a lot of running bugs, such as desyncing. Furthermore, we've also run into a weird problem where obstacles would not spawn on clients. The issue was really silly (the rounding of the location values were differing and it took us about 3 hours to figure out that). The spawning is perfectly synced now.

Plans For Next Sprint:

We need to sit down as a team and work on the game as a group, because the two groups (networking vs game) keep causing the other group to have problems; our schedules still do not match up well, so we need to find a time (more than an hour) where we could look at the code together.We have been meeting regularly Monday and Wednesday, but not all the members can still make it. We've been catching everyone up in nightly run downs of what has been happening in our code on Discord.

We need to find a way to implement latency using the programs given to us or finding a new program that will work; otherwise, we do not know how latency affects our game. Looking ahead at Milestone 4, it seems that we can implement that or have already implemented that with the way users log in already and create separate rooms, so we should be able to create separate instances of our game. With this in mind, we will be working on latency and latency mitigation and focusing on that for the upcoming week.