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ICS 168 Sprint Report 2 - Frogger

Current State of Game:

The race system of the game has been implemented. Scores are catalogued for each player, and a timer is in place to denote the length of the round. Making it to the end of the map constitutes a point, and the player with the most points at the end of the round wins.

We have extended the length of the Frogger map into three areas: First, a traditional Frogger setup, second, an area that consecutively switches between water and car-filled roads with no breaks, and lastly, a small maze that utilizes airplanes as constant obstacles. With each area, the difficulty increases, making it slightly harder to get points and giving players who are behind a chance to catch up. Between each area, a checkpoint has been added, allowing for players to respawn at checkpoints instead of at the beginning when dying.

Although all of the above has been implemented, because of our attempts to get the multiplayer to work, the game is being changed up, such as the movement of the frogs and how some things are being shown on the screen. Because of our busy schedules, we have not had the time to dive into the gritty parts of our project as much as wanted. We planned to create and start the server system and allow for players to login and access a database where usernames and passwords are stored. This has been fully successful and works with Steven as the host. We dropped the ICS Server implementation because of the multitude of roadblocks and the difficulty in connecting with the server space provided for us. The database is connected by accessing Steven's external IP and adding and creating users on a MySQL database.

We have also implemented an extremely simple networking system for now. Connecting to the host and creating a room for the game to start has gone off without a hitch, but our messages and game are a mess right now and although we see some movement over the network, we are unable to play the game to its full content.

Plans For Next Sprint:

For the next sprint we will be finishing up the server and client code to allow for the finished product of having a playable connected game. We'll be fixing a lot of the bugs and trying to solve all the problems we've been having with the message handlers. We will also be handling network latency and start implementing the network simulation which seems easy enough to do like last quarter.

Furthermore, we also plan to better plan our time and schedule meetings and deadlines accordingly. Due to a lot of us having conflicting schedules, we will be working on this problem immediately and try to meet more than once a week and further ourselves in the project by meeting more.