CS437 Final Project

Planning

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Contents

[Current Project Plan Summary 3](#_Toc498455829)

[Language Choice 3](#_Toc498455830)

[Game Timeline Progression (In-Order) 3](#_Toc498455831)

[Game Variables 3](#_Toc498455832)

[‘Global’ Game Variables 3](#_Toc498455833)

[Current Objectives 4](#_Toc498455834)

[GUI Transition Diagrams 4](#_Toc498455835)

[Data Transition Diagrams 4](#_Toc498455836)

[Game Screenshots 4](#_Toc498455837)

# Current Project Plan Summary

As part of the CS437 final project our group decided that a scalable multiplayer game should be made. We plan to make a multiplayer game that moves players through a sequence of mini-games. As the game progresses, players will move on to new mini-games with some sort of temporary storage being used to track who is winning each round. At the end of the round, the players will be presented with their rankings.

## Language Choice

We decided to use JavaScript (JS) as the programming language to complete this task. With a short amount of time and a group environment, we decided that JS would be a good choice. This will be portable and easily compatible between group members’ environments.

Currently the plan is to use different game engines for this which are going to be JavaScript libraries. We would be able to use varying game engines for different levels. The main screens will be simple and switch between the various game levels.

# Game Timeline Progression (In-Order)

|  |  |
| --- | --- |
| Game Stage | Description |
| Landing Page | The landing page will serve as a main menu. From the main menu players can then enter a lobby that will pair players up. |
| Game Lobby | The game lobby will serve to link players with other players. Players will wait here until there are enough players in the room to begin the game. At that point a countdown timer will start and display to all players notifying them of the start of the game. |
| Mini-Game Randomize | An array of mini-game references can be kept. Each time a new mini-game is randomly chosen, it will mark that game in the array making it so that one game can not be chosen more than once. If all games in the game array have been taken, the game will move to the high score screen |
| Mini-game Start (recursive) | There will be a short amount of time before the game actually starts. This screen can be standardized for all games. This screen will display any instructions that would be needed for the game so that all players know what to do. This may only stay on the screen for about 10 seconds. |
| Mini-game (recursive) | <running through minigame> |
| End Scoring Screen | Will display player’s scores and who won |
|  |  |
|  |  |

# Game Variables

## ‘Global’ Game Variables

These variables will be for a single game session. After players are assigned to the session, all of these values will be initialized for the first time. Some variables will be initialized with previous input and be variable such as number of game rounds (how many mini-games per session) and how many players should be in the current session. Making these input values will help to tailor the game session to how the current players would like it.

|  |
| --- |
| Array of player identification |
| Number players |
| Number rounds |
| Mini-game randomization tracker array |
|  |
|  |
|  |
|  |

# Current Objectives

# GUI Transition Diagrams

# Data Transition Diagrams

# Game Screenshots