iGOAT

One goat saw it coming

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Scientists: Jonas, Marvin, Max, Nicolas

The Plan

Rollen

Guard, Goat, iGOAT

Ziel

- Goat & iGOATs: Terminals aktivieren, die Ziege entkommen lassen
- Guard: Alle Ziegen einfangen

Spielmechaniken

- Guard: einfangen
- Goat: befreien
- iGOAT: Terminal aktivieren

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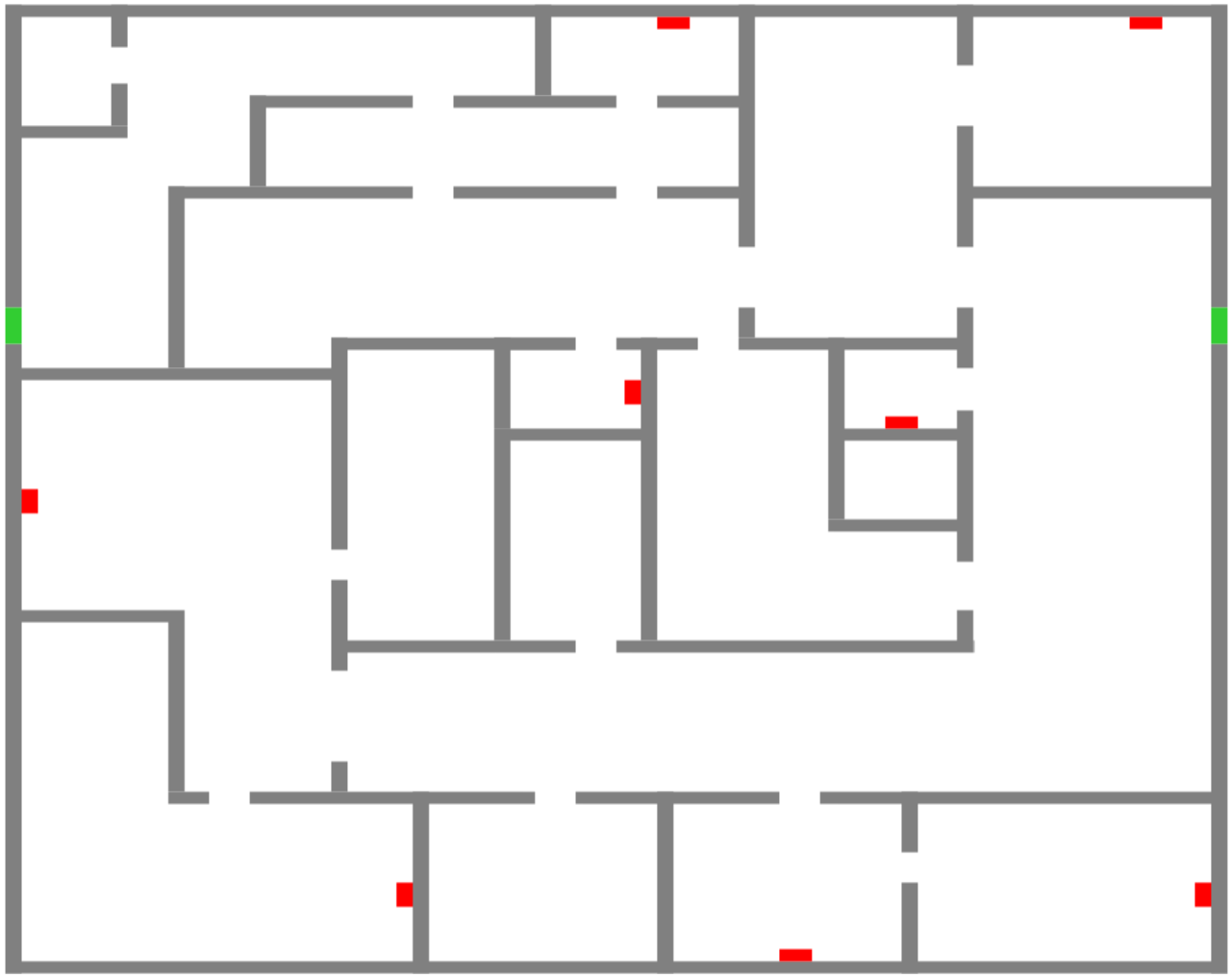
Demo: The Lab



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Gamestate & Logic

Server			
Lobby 1000			
amer C-Handler 1	bob C-Handler 2	chris C-Handler 3	alice C-Handler 4
Gamestate			
Role.GOAT Position isDown	Role.IGOAT Position isDown	Role.GUARD Position isDown	Role.IGOAT Position isDown
Terminal list {x, y, id, status} doorOpen=false			

Client			
ServerHandler			
Gamestate			
amer Role.GOAT Position	bob Role.IGOAT Position	chris Role.GUARD Position	alice Role.IGOAT Position
Map			
Terminals	Walls	Doors	Player Visual
hitboxes = {x, y, width, height}; color = 0xff15ff			

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Gamestate & Logic: Communication

Server			
Lobby 1000			
amer C-Handler 1	bob C-Handler 2	chris C-Handler 3	alice Handler 4
Gamestate			
Role.GOAT Position isDown	Role.IGOAT Position isDown	Role.GUARD Position isDown	Role.IGOAT Position isDown
Terminal list {x, y, id, status} doorOpen=false			

Client			
ServerHandler			
Gamestate			
amer Role.GOAT Position	bob Role.IGOAT Position	chris Role.GUARD Position	alice Role.IGOAT Position
Map			
Terminals	Walls	Doors	Player Visual
hitboxes = {x, y, width, height}; color = 0xff15ff			

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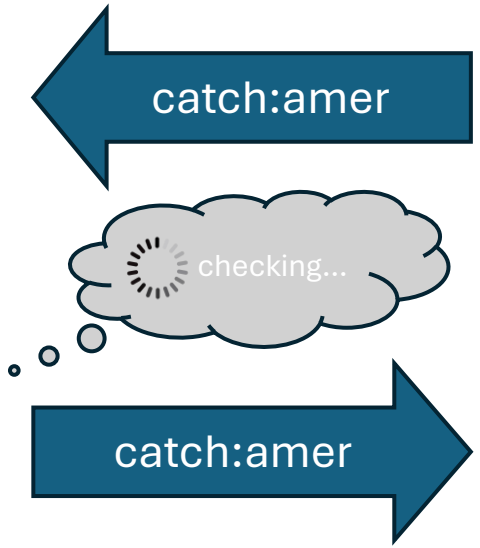
Gamestate & Logic: Action

Server			
Lobby 1000			
amer C-Handler 1	bob C-Handler 2	chris C-Handler 3	alice C-Handler 4
Gamestate			
Role.GOAT Position isDown	Role.IGOAT Position isDown	Role.GUARD Position isDown	Role.IGOAT Position isDown
Terminal list {x, y, id, status} doorOpen=false			



Client			
ServerHandler			
Gamestate			
amer Role.GOAT Position	bob Role.IGOAT Position	chris Role.GUARD Position	alice Role.IGOAT Position
Map			
Terminals	Walls	Doors	Player Visual
hitboxes = {x, y, width, height}; color = 0xff15ff			

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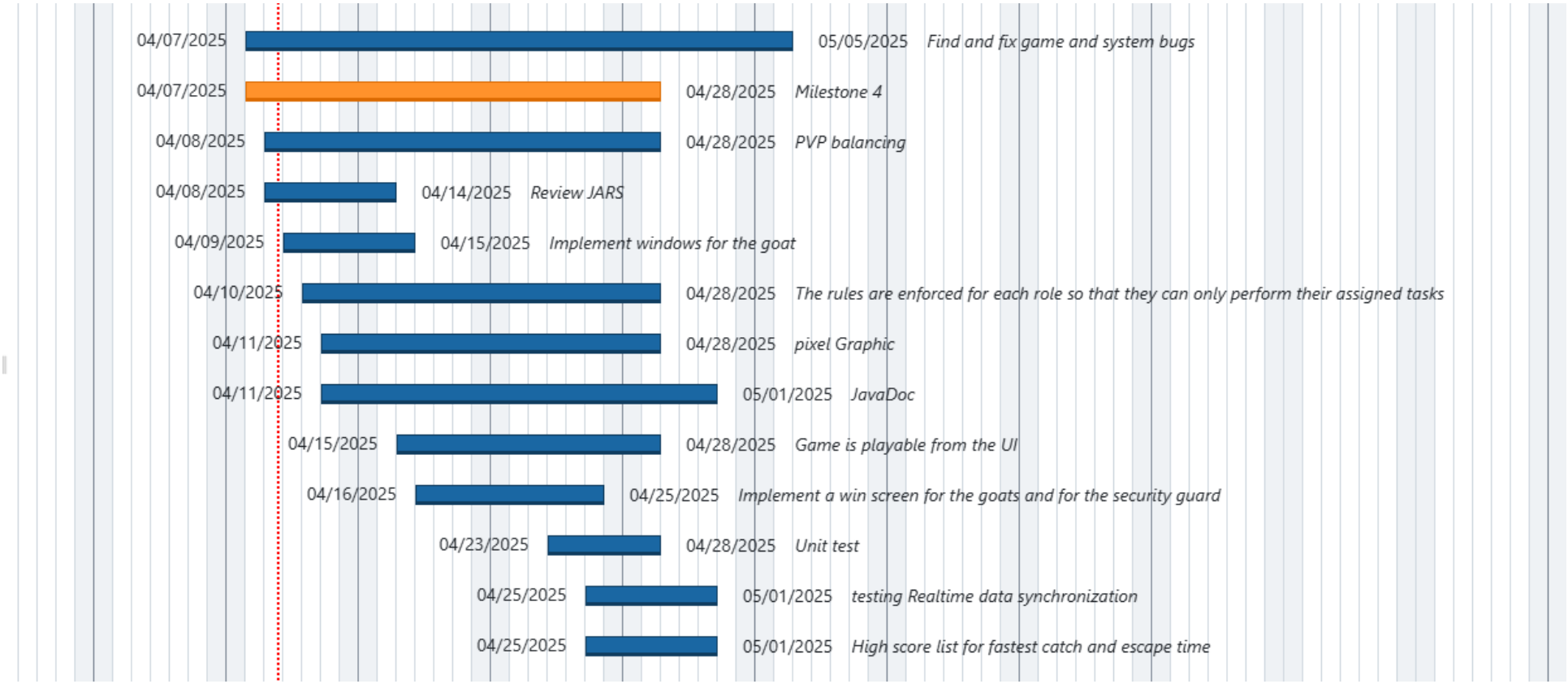
Timeline: Milestone 4



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Timeline: Milestone 5

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QA: First Measurements

Methode						
Total Methods	Total Code	Total JavaDoc	Total Comments	Average Code	Average JavaDoc	Average Comments
212	4233	826	757	21.06	4.11	3.77

Klasse						
Total Classes	Total Code	Total JavaDoc	Total Comments	Average Code	Average JavaDoc	Average Comments
21	4629	966	1072	231.45	48.3	53.6

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Libraries

- animatefx
- slf4j

Progress

- OpenGL -> JavaFX
- Regelmässige Meetings
- Flexible Aufgabenteilung
- Gegenseitige Hilfe

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Progress: Game Mechanics

Karte mit Kollisionen
Spielerbewegung
Rollenverteilung (zufällig)
Catch, Revive und Terminals
Gewinnbedingungen

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Progress: Game Mechanics

Fenster für die Ziege
Befreiung der Ziege
Roboterladestationen
Pixel Arts

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Questions?

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