Team Name: Game Makers

Team Number: VC\_06

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Design Description

Game concept

Our project is about a multiplayer online battle arena competitive game in a PC platform. Every user needs to join a server from multiple servers available to play using their own username and password. Each player starts with equal health and a choice of their weapon to compete and be the last survivor in Frigusium.

Client Side

The client creates their own unique login and password and this information is stored in the database through the mysql.

The client package contains scene, network packages and abstract classes. The scene package comprises of different scenes which are connected chronologicalliy as shown in the diagram for a clear understanding of the game runtime. The scene manager manages various scenes depending on the call the client uses to reach a different screen. The scene lobby contains the TCP chatting that is used by clients to communicate. The TCP chatting web scoket communicates with the server and returns values to the user. The sys\_mapgenarator is in the server maintaining and controlling the game objects for the scene\_InGame.

The network package contains the net\_client(UDP) and net server UPD which updates player objects, information and updates player objects. The net\_TCPchatting, net\_UserconnonInfo, net\_UserGameInfo contain the client connection information and client’s game information.

Server Side

The server side contains the Web Socket Server which controls the chatting and messages between users. The player controller and userServer Controller read and save data from the database server in real time for the InGame scene to be lossless with atmost quality experience for the players.

The database contains the list of players and servers that are currently online and active respectively.

