Team Phi
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Project Status

High level design of the backend. We talked through some different technology and platform options for the backend. We are looking into GCP instead of AWS, Go instead of Node.JS. We will likely use OAuth to assist with user authentication. We have an initial plan for the backend API (not including Auth/Login pieces):

- GET for static HTML/CSS/JS files
- GET for player level
- GET unit attributes/chosen map attributes
- PUT save what level the player is at

Individual Work

Will Maillard: Graphics and Engine developer:

- Created maps in the Tiled editor with several layers that designate where entities will be able to travel. Exported these maps as JSON and figured out how this JSON can be read by javascript and jquery functions.
- Set up front end framework of the site which has a ‘start game’ button and, upon clicking, fades to the first level.
- Set up loading the levels based on the JSON maps. Created a ‘class’ that iterates through the JSON maps and loads pieces of layers into the canvas.
- Set up a sidebar on the user interface that will be populated with user commands to control the game
- Set up two github repositories, one for static files and one for the server.

Kim McLeod: AI Developer

- Researching how to get started on AI.
- What does AI entail for an RTS (states, movement, etc.).
- Figuring out how to get AI to interact with maps.
- Researching how to find the best path with object/structure interference (Djikstra’s?).

Josh Brande: Units and Balance Developer

- Researching best tech/platform options.
- Researching user Auth Options

- Designing DB schema (considering trade off between DB vs File storage for static items)
    - Users
    - Maps
    - Units
- Starting on the static file serving portion of the server.