

Proposal

Make sure that your proposal includes (at least) the following information:

- The name and Andrew IDs of all of your team members.

Zhuoni Yang(zhuoniy)

Wenxiao Zhang(wenxiao5)

- Your project description

Multiplayer Online Escape Game

1. The game is an online escape game for multiplayer. A player register and log in, he can choose to create a new or join an existing game. As the traditional room escape, the scenario in the game include mechanism and keys. Players should find keys and control mechanism to open rooms and escape. Scenarios contain decryption, object movement, multiplayer collaboration and other topics. The scale of the game could be controlled by features and levels. An initial prototype could start from one level. A big-scale game will contain two or more levels. And we will design different methods to pass a room.

2.mock UI

We found out a simple demo that might better illustrate our idea.

WASD - Move

F - View the items



Figure 1 Enter game

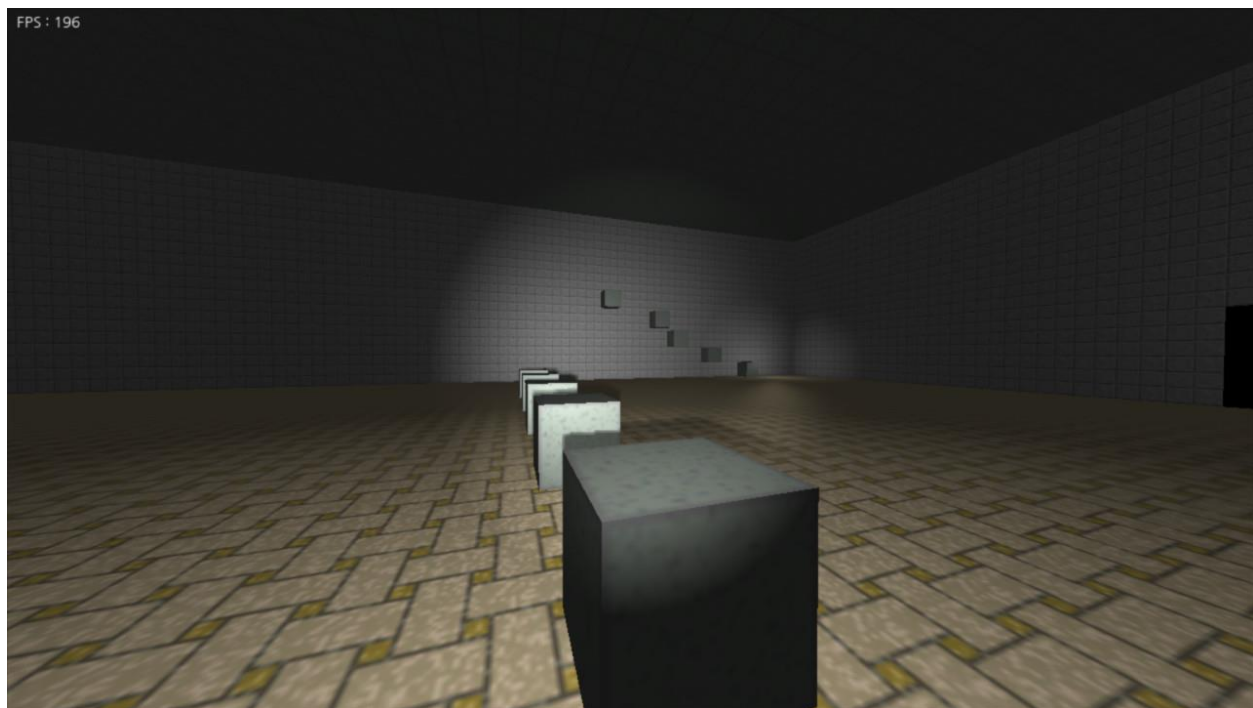


Figure 2 Inside room scene

- The technologies you plan to use (and a brief justification of each)

For client side, we proposed to refer a bunch of Javascript API, including WebGL, JQuery, Bootstrap and three.js as the main implement approaches. The reason we bring this up is that, WebGL is effective for rendering interactive 3D and 2D graphics within any compatible web browser without extra use of plug-ins.[1] For the intuition of online game, we think it is important to spend some time on UI design to give user better experience.

In terms of database, we prefer to use MongoDB. Compared to mysql, MongoDB has simple philosophy, as well as collaborative and helpful community. Also, MySQL lacks speed and difficulties with large data volumes and hard to cope with large and unstructured amount of data. So it is better choice to choose MongoDB. And for framework, we will continue use django.

Reference:

[1]WebGL official website: https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API