

IRON LEGENDS

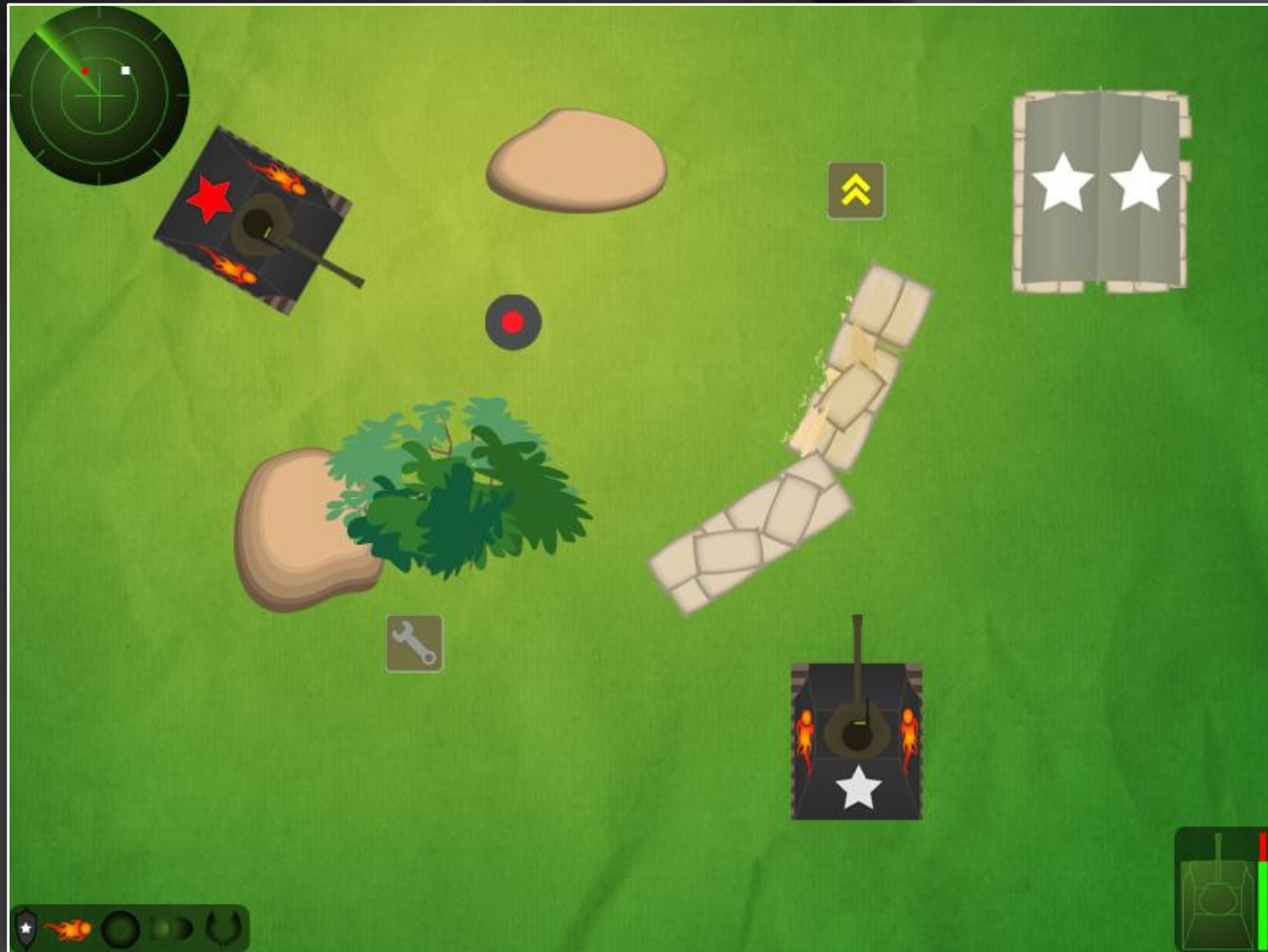
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CS 447/547: Computer Game Design Project 2
Washington State University Vancouver
December 02, 2009

Overall Concept

- ▣ Arcade style battle Tank action game
- ▣ Multiplayer mode
 - Play against human opponents
 - Join team and destroy the other teams base
- ▣ Single player mode
 - Against computer controlled opponents
 - Death-match style where the goal is to kill all of the enemy tanks

Mockup



What We Started With

- ▣ HedgeRunner
 - Multi-direction collision detection using SAT
 - Screen to screen navigation
 - Text rendering
- ▣ Tank Battle
 - The basic game concept
 - Techniques: Bullet handling, Tank movement...
- ▣ Timbre
 - Scrolling Screen concept
 - Mouse handling
- ▣ Github - for source code hosting and collaborative development

What We've Built So Far

- ▣ A single player game that can be won or lost
 - Graphics (Logo, Splash, background, sprites...)
 - GUI Utilities (Button, Toolbar, Textbox...)
 - Game configuration/setup screens
 - Map editor (ongoing)
 - Loading maps (ongoing)
 - Collision detection between entities
 - Health, destroyable obstacles, non destroyable obstacles, bullets ...
 - Various types of Tanks, Upgrades (Shields, Cannons, Armor)
 - Tank movement using keyboard and mouse
 - Random movement for computer controlled Tank

Technical Issue

- ▣ Migrating single player into client/server based game which would work for multiplayer as well
 - Challenge
 - ▣ Identify and separate the messages required so that the game architecture will work for both gameplay
 - Plan
 - ▣ Capture the relevant inputs (commands) and route them via “dummy” interfaces that loop back into the game until the real server and messaging implementations can be integrated
 - ▣ Iterative “agile” approach where we attempt to keep the game playable at all times while creating the necessary connection points for the final implementations


Splash Screen



Lobby

SERVER	MAP	PLAYERS
<div>▲ ▼</div>		

BACK

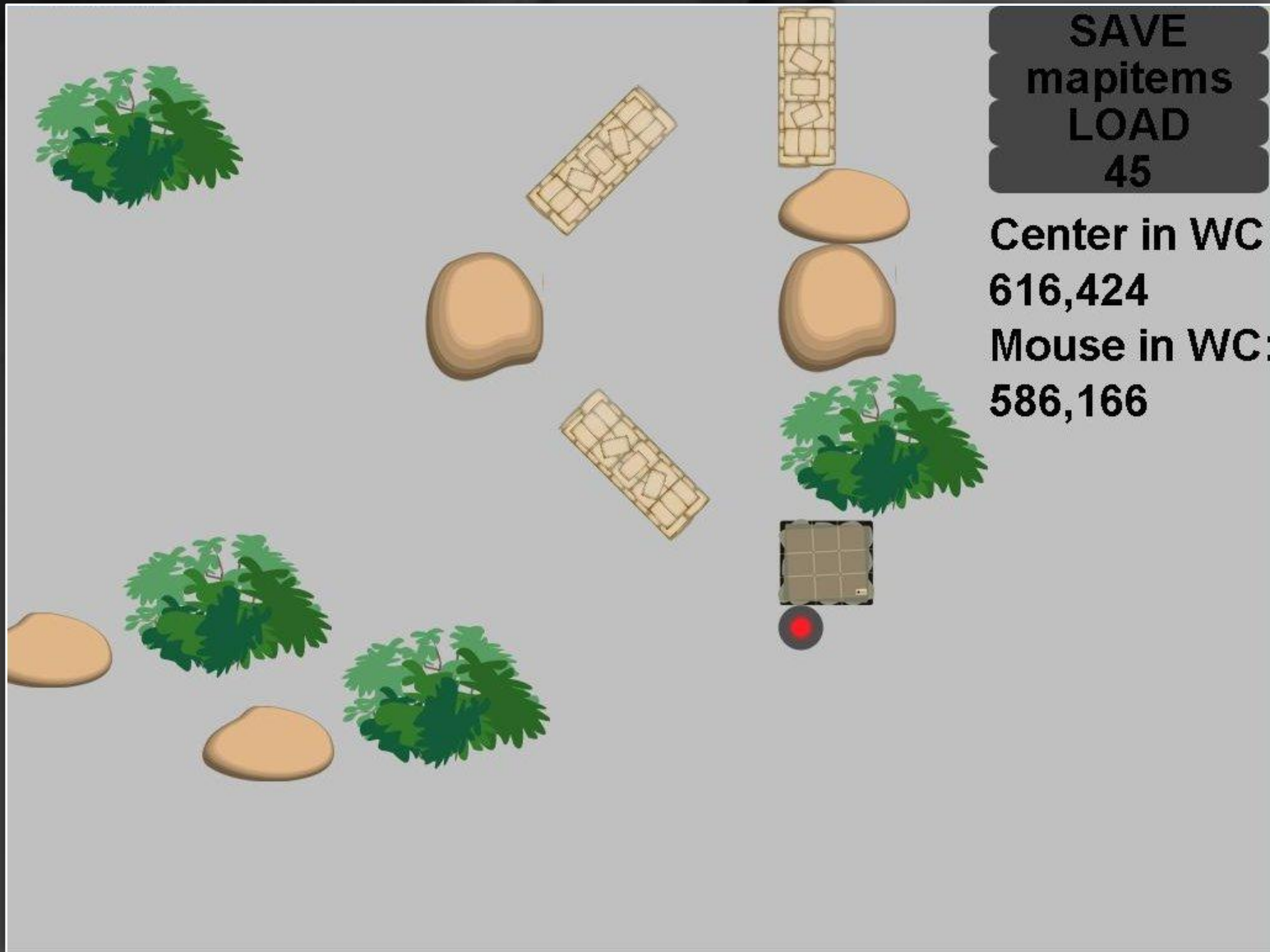
 CREATE GAME

CONNECT

Gameplay



Map Editor



???

Thank You