Milestone 3

Heaven or Hell

ANT MILL:

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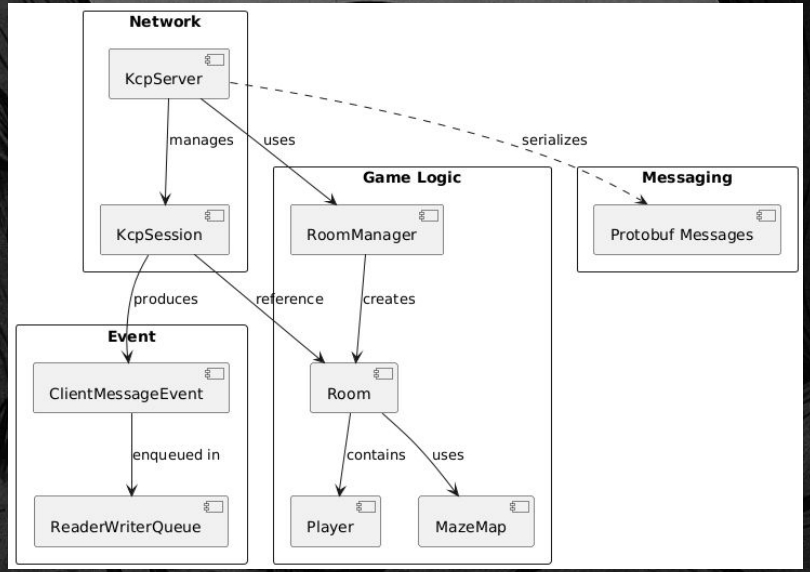
Progress overview

At the end of this milestone we are finally bringing together the separate parts of the game:

1. Server-client interaction is more developed now.
2. Characters have their own abilities now.
3. Player flows from the Main Menu into the Game and its completion.

Server-client side

1. Handle all things in game logic thread.
2. Event transfer from receiving msg to game logic by SPSC queue. (Free Lock)
3. Check important msg in server, e.g. switch player's state, animation types when collision, game end logic.
4. We meet one interesting issue when implement client.
5. Regretful point: to save time, we didn't make it as a full server-authoritative game.



Character abilities

1. Detective

Character abilities

2. Psychologist

Character abilities

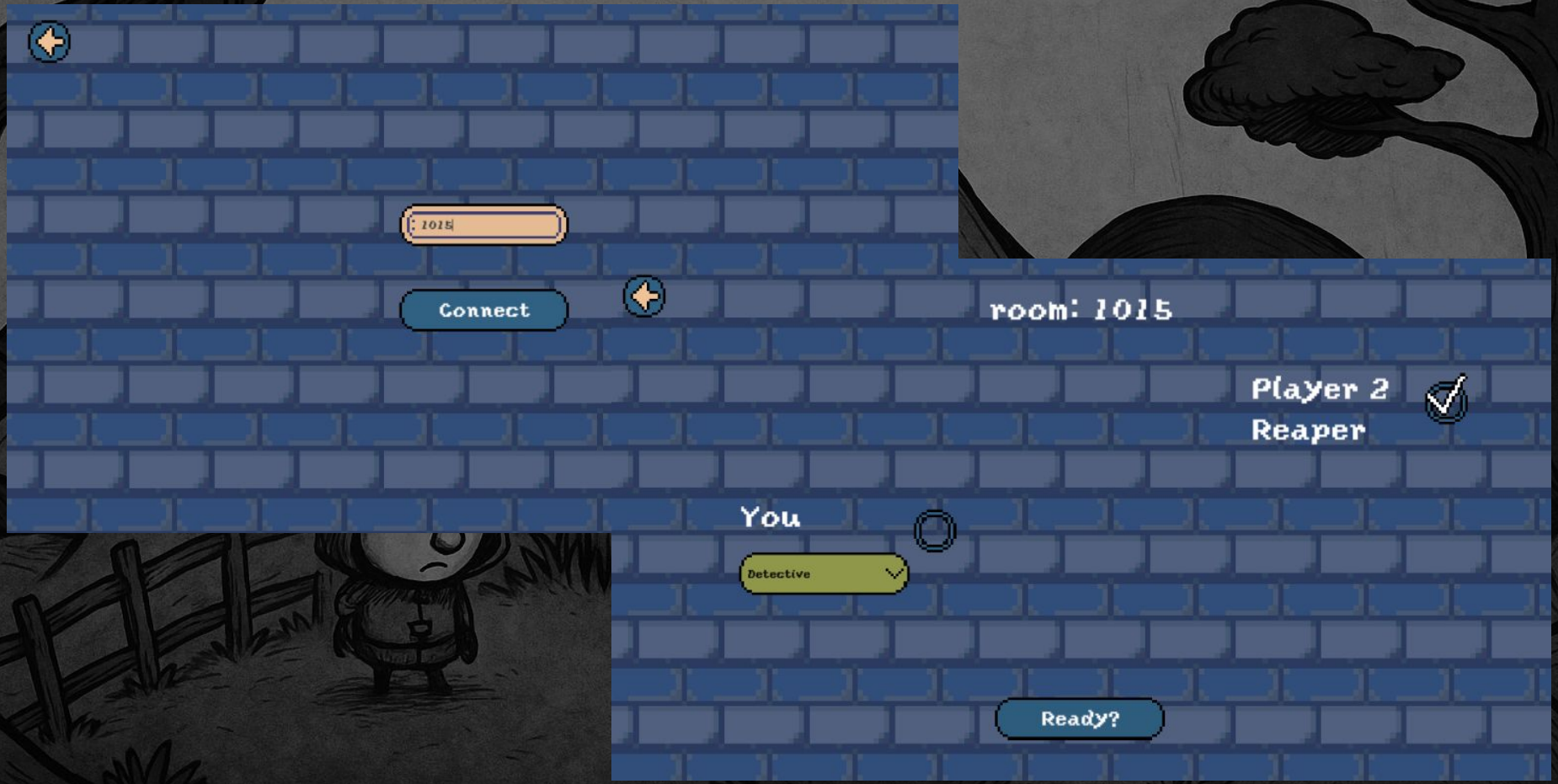
3. Dog

Character abilities

4. Reaper

Main Menu UI

- Player now is greeted with a minimalistic menu UI.
- They can create a lobby or join an existing one.
- In the lobby players can choose the role they want and get ready for the game.
- The game starts by itself, when everyone is ready and the lobby meets the game's requirements.


1015
Connect
room: 1015
Player 2
Reaper
You
Detective
Ready?

End-game conditions

- Check soul die from weak
- Check soul go to hell or heaven
- Check number of player and conditions:
  - 2 players, soul escape, soul win.
  - 3 players, 2 souls escape, souls win.
  - 4 players
    - 2 souls escape, tie.
    - 3 souls escape, souls win.
  - Otherwise, reaper win.

Higher goals - Plan for playtesting

- For better *control feel*, (non-character specific) more abilities both for Reaper and souls, e.g. dash, shoot.
- *Balancing*. Next milestone is a great opportunity to fine-tune the gameplay. We will implement backup ideas for balancing. e.g. special property found on map for soul, hook ability of reaper.
- Add SFX and VFX.
- Based on *AVG time consuming* in playtesting, we will decide if merge the second mini-game into game.
- *Increase 'FPS' of other characters* in local screen. Because now we send other's data in 60 fps. While it is actually 200(laptop)-600(PC) fps locally.

Live Demo Time!

Thank you!