

Final Release

# Flee Fi Fo From

Team Meeple People

Anastasia Pomelova

Eugene Ghanizadeh Khoub

Mert Ülker

Shyam Rangarajan



# Recap: A Game about Chaos and Order



# Big Idea Bullseye

Turn based board game  
simulation incorporating  
queueing strategy



**Core Idea**

**Technical  
Innovation**



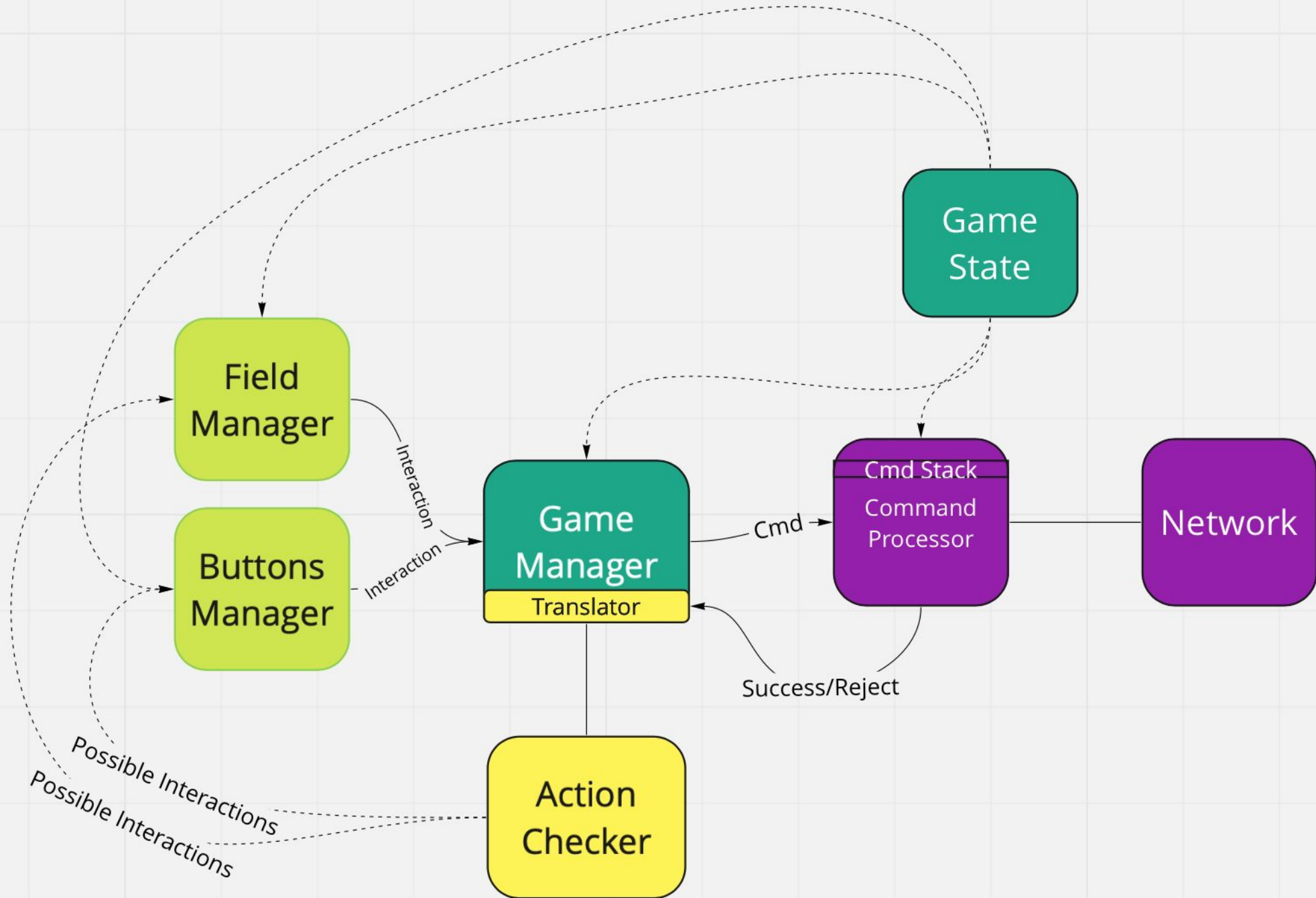
Network integration for  
multiplayer experience

# Project Goals

- **Functional Minimum:**
  - playable on single device
  - simple UI, fixed input (mouse or touch)
  - game logic
- **Low Target:**
  - playable on LAN
  - keyboard shortcuts & improved UI
  - higher quality visual feedback
- **Desired Target:**
  - playable over internet
  - high fidelity piece models
  - **castle reward system**
  - priority system
  - undo system
- **High Target:**
  - 3D asset animations
  - **objective card system**
  - tutorials (in-game help)
  - **AI opponents**
  - **game lobbies**
- **Extras:**
  - rank system and matchmaking
  - friend system
  - chat & voice chat
  - cross platform
  - haptic feedback

# Design Summary

- Modules
- Command Pattern
- Client Server Arch.



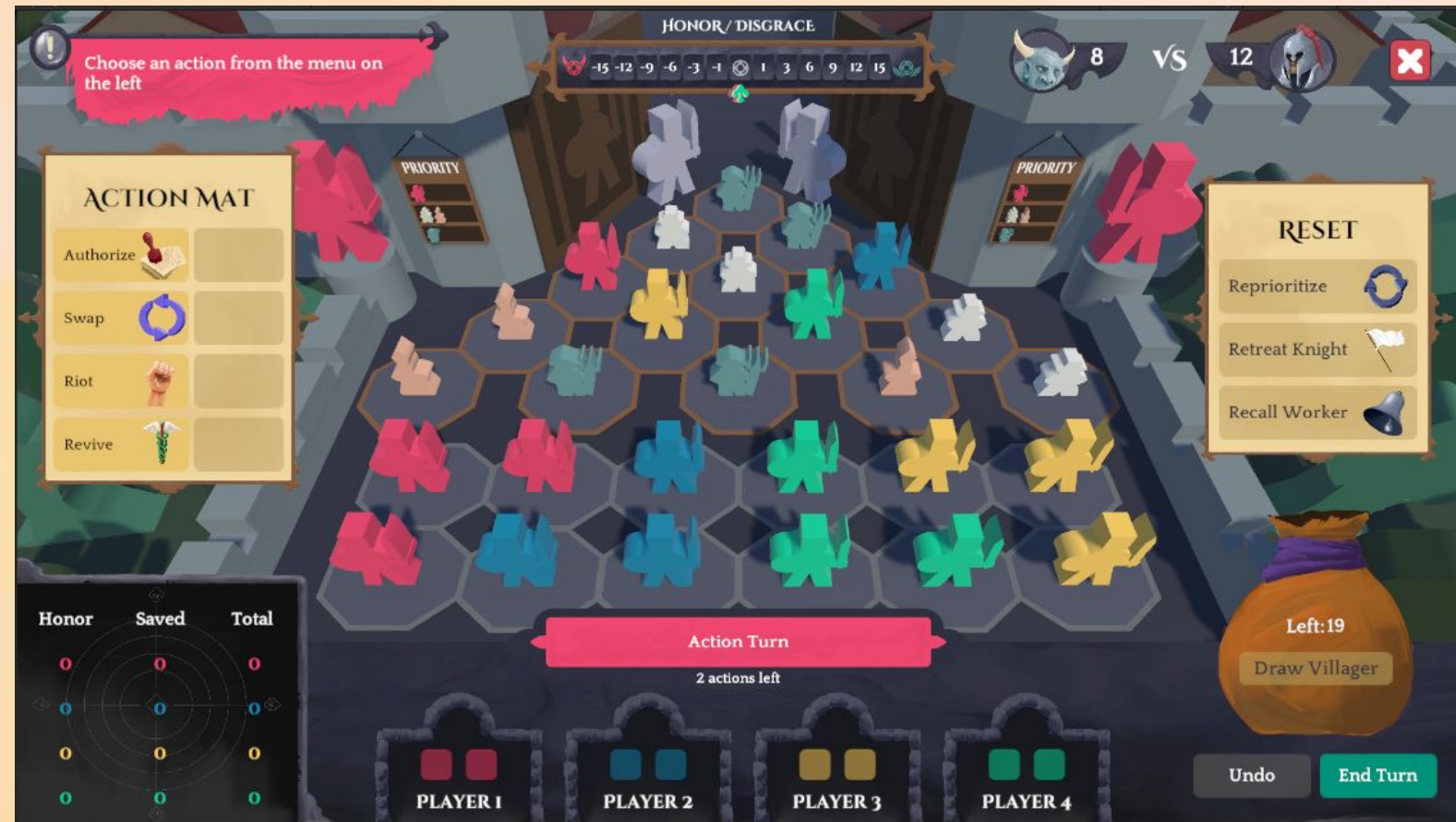
# Final Release - Technical Achievement

- Online Multiplayer
  - LAN Multiplayer
  - Internet Multiplayer
    - MLAPI Relay Server
    - Port-Forwarding
- Serialization and Synchronization of turn based client commands



# Final Release - Design Changes

- All goals since alpha release and playtesting achieved
- Full online multiplayer
- Sound & Music
- Menu with toggleable modes
- Balance and visual tweaks



# Achievements

- Design:
  - Command and Client-Server pattern implementations
  - Abstracted complicated board game rules to simple UI
  - Undo functionality
- Technical Achievement:
  - Accomplished goals as discussed
- Project Management:
  - Adapted project schedule based on challenges
  - Leveraged diverse skill set of the team





# Failures

- Could not achieve some aspects of desired/high target
  - long term win with priority system instead
- Despite organization, adopted a few shortcuts to meet milestones
  - will need some refactoring
- Underestimated tech achievement difficulty
  - were flexible with schedule to adapt to it
- Overplanning for course scope
  - good state for future development



# Summary

- Very satisfied with work product of this project
- Look forward to more in person interaction for future projects
- Will aim to take this project even further after the course

Questions?