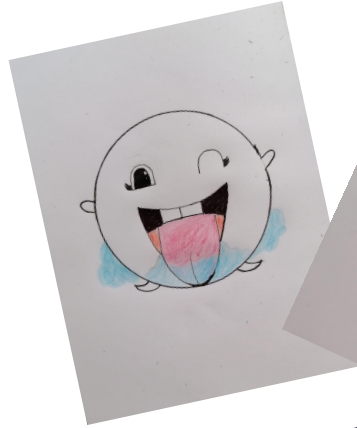


Clirty

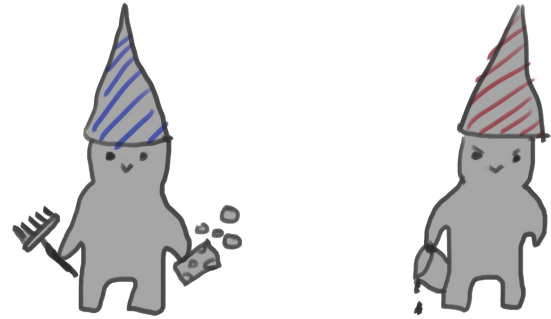
Clean or Dirty



Albert Zach, Sahin Er, Daniel Ziese, Matthias Hainz

Recap

- Competitive cleaning/dirtying game
- One team keeps order and the other causes chaos
- Online multiplayer

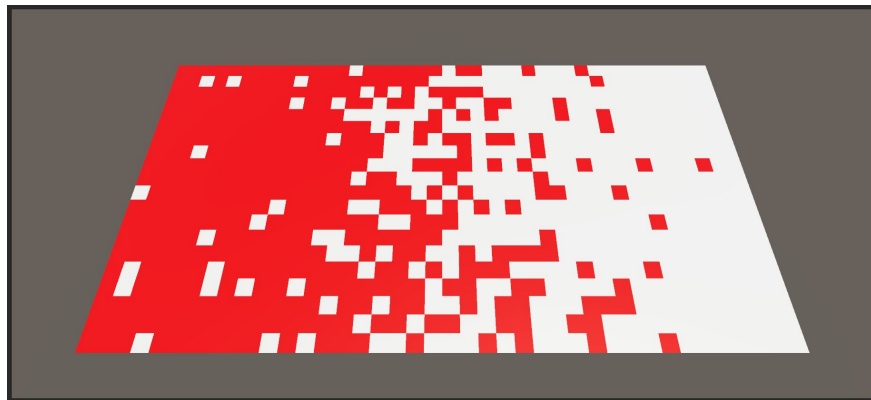


Networking

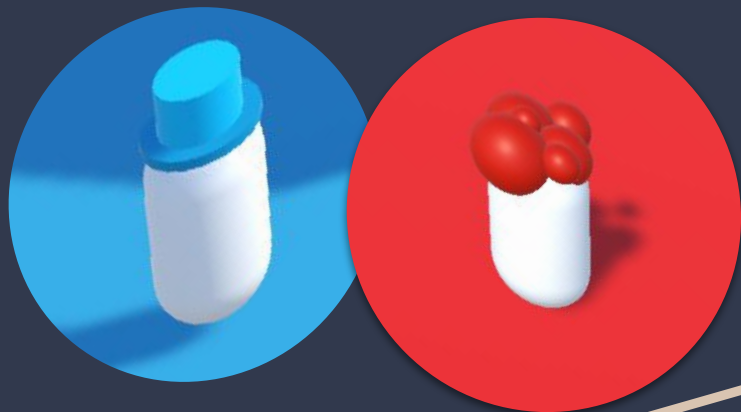
- Lots of time spent on implementing networking
- Server-client infrastructure working
- Multiple players locally dropped for now
 - Each client has one player and one accepted input device
- Game state synchronized over server
- Join "Lobby" rooms, start game and declare winner when timer ends

Grid

- Clean/Dirty mechanic implemented on custom grid
- Efficient data structure for keeping track of gamestate and score
- Currently: Grid is displayed directly
- Later: Visualization can be decoupled from data



Player



- Simple movement
- Automatically apply their teams effect of creating or cleaning dirt to the tile they currently stand on
- Can destroy/repair boxes which are placed in the scene
- Can use their skills:
 - Dirt Team: Grenade creates circular area of dirt upon impact
 - Clean Team: Water Hose cleans conical area in front of the player
 - Implemented efficiently using rasterization algorithms on the grid
- Skills just dirty/clean a circular area around the player in current version

Challenges and Learnings

- It is difficult to simultaneously support local and online multiplayer, so we'll focus on online play
- It is challenging to keep all players synchronized
- Current visualization of grid causes performance issues with high resolutions
 - Has to be replaced with a custom rendering pipeline

Time for
questions,
comments and
opinions.

Opinions?