



February 10, 2012

This week Team Megalodon had a chance to play the game that the OCCO would like us to duplicate for the Pterosaur WebGL engine.

The game is nearly a carbon copy of a multi-player mode from Future Cop: LAPD, a PlayStation One title that Electronic Arts released in 1998.

In the game, the player must destroy their opponent's base while protecting their own. The player drives a tank that can actively engage the enemy forces. By destroying enemy units the player earns points that can be spent at the base to spawn friendly tanks and air units. The battle is won when one of the player's tanks manages to breach the perimeter of the enemy base.

In bringing this game to the Pterosaur engine, the OCCO is most concerned with preserving the fast, frantic action feeling of the game. For that reason, we're moving as quickly as we can toward creating a prototype in which 2 players can compete against each other and fight against AI controlled turrets.

This week we were able to make significant progress toward this end.



We finished transferring code from our space combat prototypes. Our game server is working. Players can connect to a game and we are passing enemy information to the clients. We also have a turret that turns and fires at enemy players. And, we also set up a database and began creating systems to store player information.

Next week is our quarter presentation and we're very excited to present to the EA community what we've accomplished in the last four weeks.



TEAM:

Noah Bench
 Jerry Fu
 Animish Gadve
 Jue Wang
 Joan Kim
 Sophie Lu

ADVISORS:

Lusha Zhang
 Sivakumar Loganathan
 Mohan Subramanian
 Jingyi Feng
 Nagarjuna "Arjun" Varma
 Jiyoung Lee
 Carl Rosendahl