

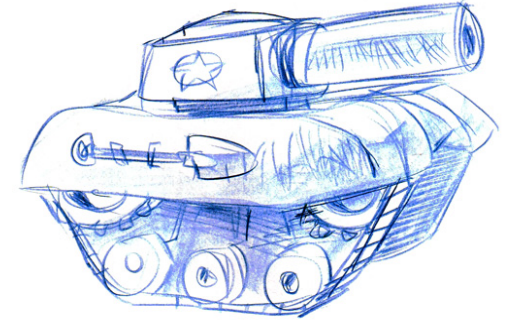
T.E.A.M.

(Team Everything And More)

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Progress:

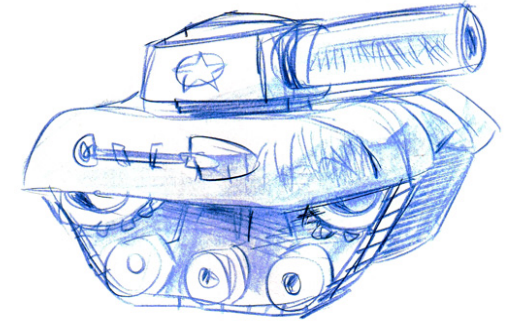
What's Been Done Recently?



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- Remote Procedure Calls / network model version 3
 - Fixes jittery remote users
 - Ensures unique control of tanks
 - 4x quicker server response time
- Block logic
 - Destructable terrain
- Additional model work
 - Multiple tank models
 - Early commander models
- Improved garbage collection for stray bullets
- Began integration of color/tank/commander selection (not in demo)

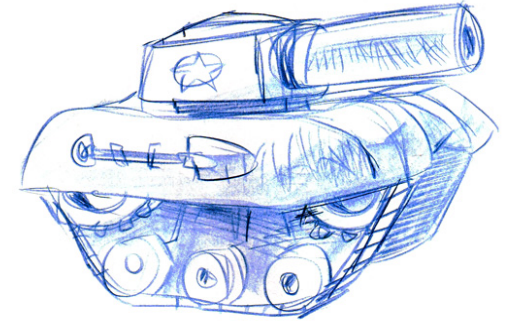
Horizon: *What's Next To Do?*



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- Demonstrate various forms of bricks
 - Texture brick vs. steel
- Fix remaining bugs in network management code
 - Ensure tanks despawn on all clients correctly upon disconnect
 - Test new network code under heavy workload (that's you!)
- UI integration (incomplete from last presentation)
 - Health/energy during fights
 - Game mode menus
 - Player customization (tank, commander, color)

Test time!



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Please download:

winterion.com/archive/tankgame/0.2.2.zip

And unzip it to the desktop.

Run the game, and wait for the server IP.

(Let's see how many clients this new code can handle.)