

ArmyWorms

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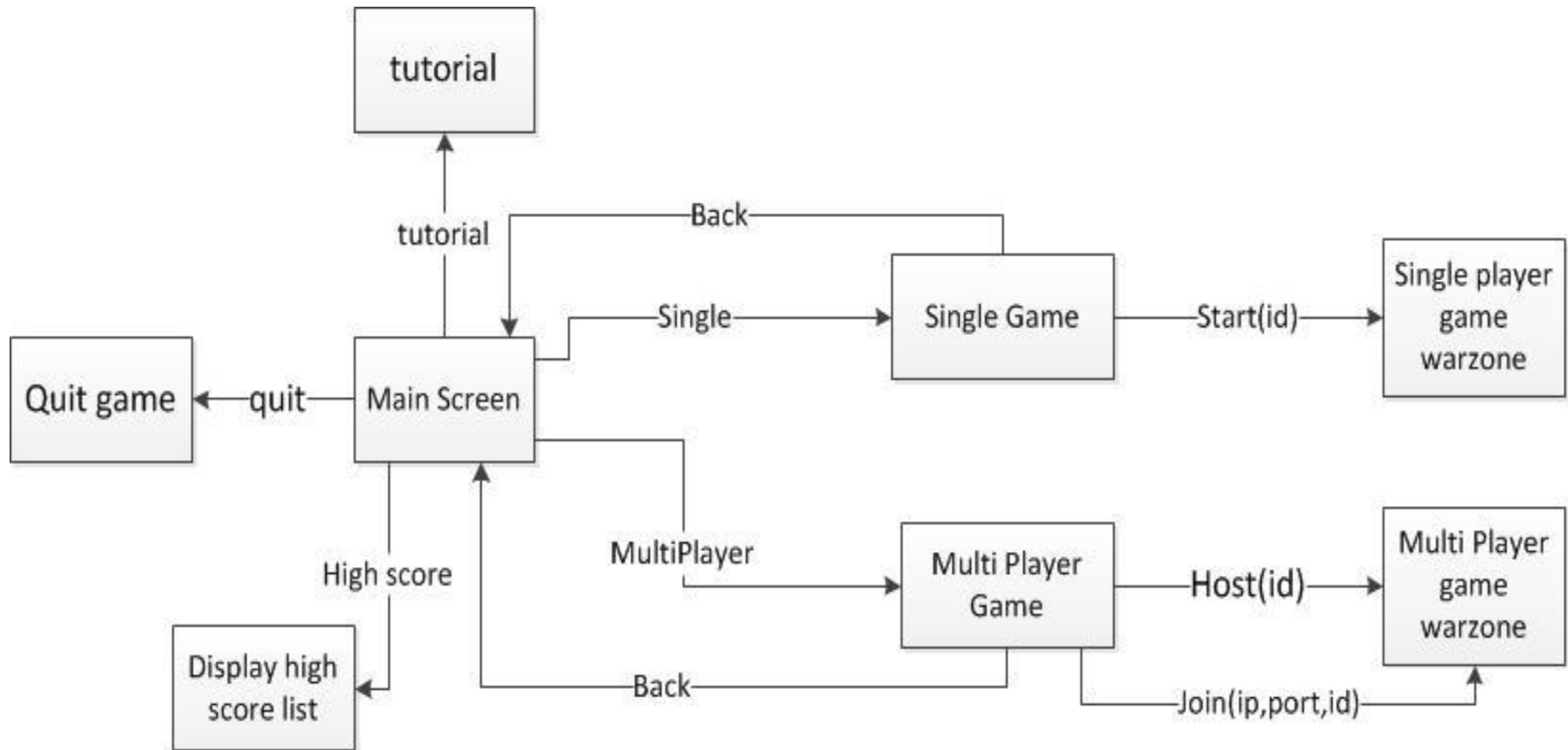
Idea

- Shooting game version
- 2D version
- Wireless communication
 - WLAN
 - Bluetooth (Emulator dependent)
- Players
 - Single / Multi

Features

Featue	Priority	Task	Comments
Compose the war zone	3	DONE	relatively easy at start
Clients Join war	2	DONE	Works ok for single player
Determine winner	2	DONE	Relatively import piece
Worm Control	3	DONE	Movements, firing and death
Keep score	2	N/A	Ignored as its not critical to the system.
Multi-player	2	N/A	Ignored due to time issues

Design



Conclusion

- Rather impressed
- Takes to getting used
- Emulator deficiency
 - Bluetooth
 - Networking