Alpha Presentation
BAPS: Battle Aircraft Position Share

The Capstone Experience

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Project Overview

- Client: Jayson T. Vincent in St. Louis, Missouri
- Combination of battleship, chess, and billiards
- Players use radar scans to find enemy targets
- Firing is turn-based
- Scanning and movement in real time
- Weather affects scanning
- Deal with information overload
System Architecture

Server Structure and Basic Communication

- **Game Display**
  - 3D view of game
  - Overall/client A/client B views

- **Scoreboard**
  - Game logic
  - Data manipulation
  - Logging

- **Manager**
  - Network communication
  - Comm between server components

- **Client A**
- **Client B**
Main Game Board View
Player Transmitters
Game Board Highlighting
Z-Level Separation

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Team Boeing Alpha Presentation
Transmitter Mini-View
What’s left to do?

- Scanning
- More Views
- ECEF Coordinates
- Weather
- Encryption
- Multiple skyboxes
- Timeouts
- Scoreboard/Logging