Beta Presentation
Battle Aircraft Position Share

The Capstone Experience

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Project Overview

• Similar to 3D battleship
• 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

Server (Manager)

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
Start Screen

Start screen of a Boeing Battle Aircraft Position Share (BAPS) application. The screen displays a form for connecting to a server, with fields for server address (localhost) and player name (Player 1). There is a red 'CONNECT' button at the bottom. The background is a plain grey with no additional details.
Unit Placement
Timeout Window
Scan Window
Move Window
Highlight Window
Fire Window
Player Hit
Manager
Manager Game View
What’s left to do?

- Clean up interface bugs
- Finish implementing help screen
- Keyboard shortcuts
- Add extra statistic logging
- Polish and balancing
- Lots and lots of play testing