



Antenna Ball Mayhem

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& thanks to CoolBalls.com for the images (the game may well look nothing like them)

User Cases



- Aunt Jemima, an avid Popcap gamer, discovers Antenna Ball Mayhem one day, and is soon addicted.
- Freddy Cool, the hardcore gamer hears about ABM through a friend. As the game progresses it gets hard enough to amuse even him.
- Tony G. runs our server. It is started through a shell script, runs on a budget PC, and has a terminal-text user interface. It is easy to update the class files.

So, what is this?



- A competitive multiplayer online game that appeals to casual and hardcore gamers.
- A game supported by advertisers and web-based game agents.
- A game providing a seam-less user experience
- A game with fully realized gameplay mechanics.
- A game for java 1.5 enabled PCs with broadband access.

What is this not?

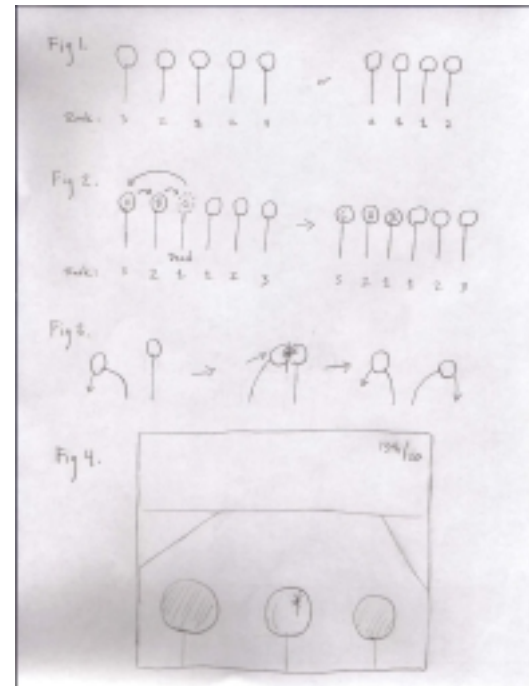


- A graphical masterpiece in the same vein as Doom 3.
- A game that officially supports Linux or Macs.
- A game with sound and music, see Version 2.
- A game that allows customers to run their own servers
- A mind control device...or is it?

User Interface

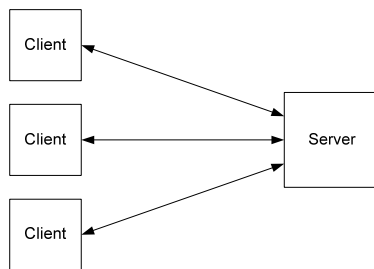


- Client: Download Page → JNLP Download → Splash Screen → Game Screen → Disconnect Confirmation
- Server: CLI → server screen



Gameplay

Network Topology

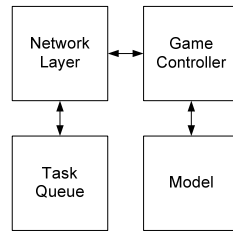


Server

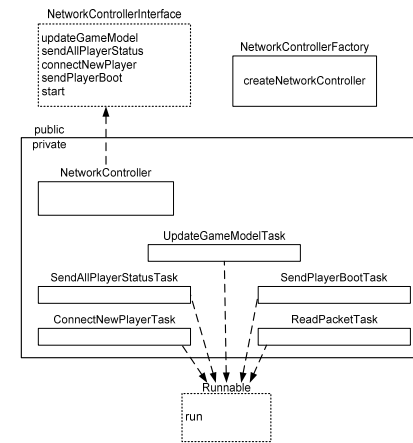


- Network Layer
- Task Queue
- Controller
- Model

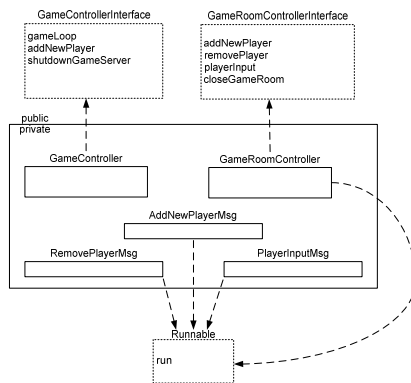
Server Components



Network Layer



Controller



Client



- Network Layer
- Controller
- Model
- User Interface

Client Interfaces

