Screenshot: PowerMad in Action
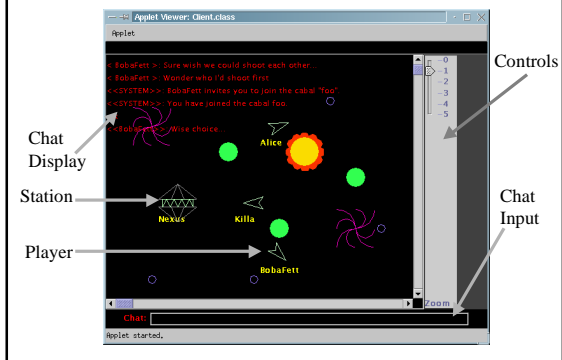

Controls

Chat Display

Station

Player

Chat Input

The Goal

- Online multiplayer space conquest game
- Many players concurrently
- Persistent game world, but still possible to join as a new player and do well
- Backstabbing and intrigue
- On the technical side, issues such as latency reduction and thread-safety, along with trying to provide a consistent user experience across multiple platforms and connection speeds.
- Use of multiple technologies: Python for server and a Java applet for the client (using Swing for UI), plus playable via telnet.

How far we got

- Not all the way there, alas.
- Chat server underlies game (Step 1)
- Basics of game logic are mostly in place, with some gaps (combat, missions).
- Client displays game data, but interaction with server is incomplete.
- In general, needs glue to fill in the gaps, and a good deal of polish.
- Way too slow, but hard to measure accurately.
- Looks nice, though.

Challenges

- Originally planned for 4-stage project, had to cram it into 3 (realized this rather late).
- Learning two new technologies (Python and Swing) – not bad, really. Neither is particularly efficient at run-time; better for prototyping.
- Scope of project – ambitious (we think).
- Planning and communication; had to make some mistakes in order to realize where these needed to be improved.