Alpha Presentation
BAPS 2: Battle Aircraft Position Share 2

The Capstone Experience

Team Boeing

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Project Overview

- Players compete in a 3D arena, seeking out and destroying opposing targets
- Players have the option of utilizing one of several cyber defense strategies
- Players must command an entire fleet consisting of planes and technology centers
- A player wins the game by destroying all opposing targets
- Played in a universal web app
System Architecture

- Client Device #1
  - Web App Download
  - HTTP Request
  - Gameplay
  - Game State Sync

- Web Server
  - Web App Download
  - HTTP Request

- Game Server
  - HTTP Request
  - Gameplay
  - Game State Sync

- Client Device #2
  - Web App Download
  - Gameplay
  - Game State Sync

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WebGL
Cross Platform
Encryption

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What’s left to do?

• Client UI

• Game Logic

• Game State Sync