Beta Presentation
BAPS 2: Battle Aircraft Position Share 2

The Capstone Experience

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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

[Diagram showing the system architecture with connections and labels:
- Web Server
- Client Device #1
- Client Device #2
- Game Server
- Web App Download
- HTTP Request
- Gameplay
- Game State Sync]
Pregame Screens
Game Screen With Grid
Game Screen Without Grid
Game Screen Top Down View
What’s left to do?

• Clean and Detail User Interface

• Thoroughly Test and Fix Bugs

• Streamline Server