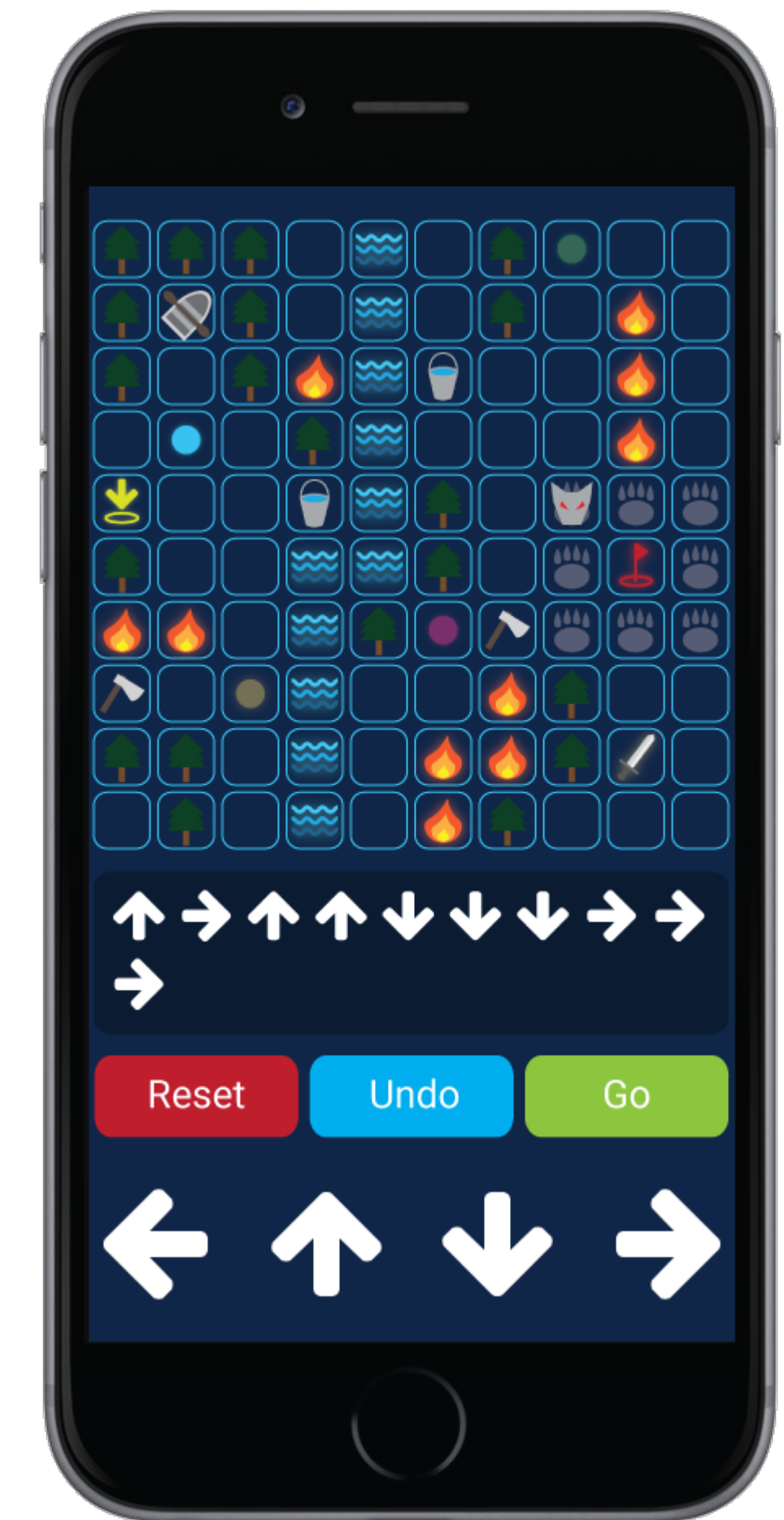
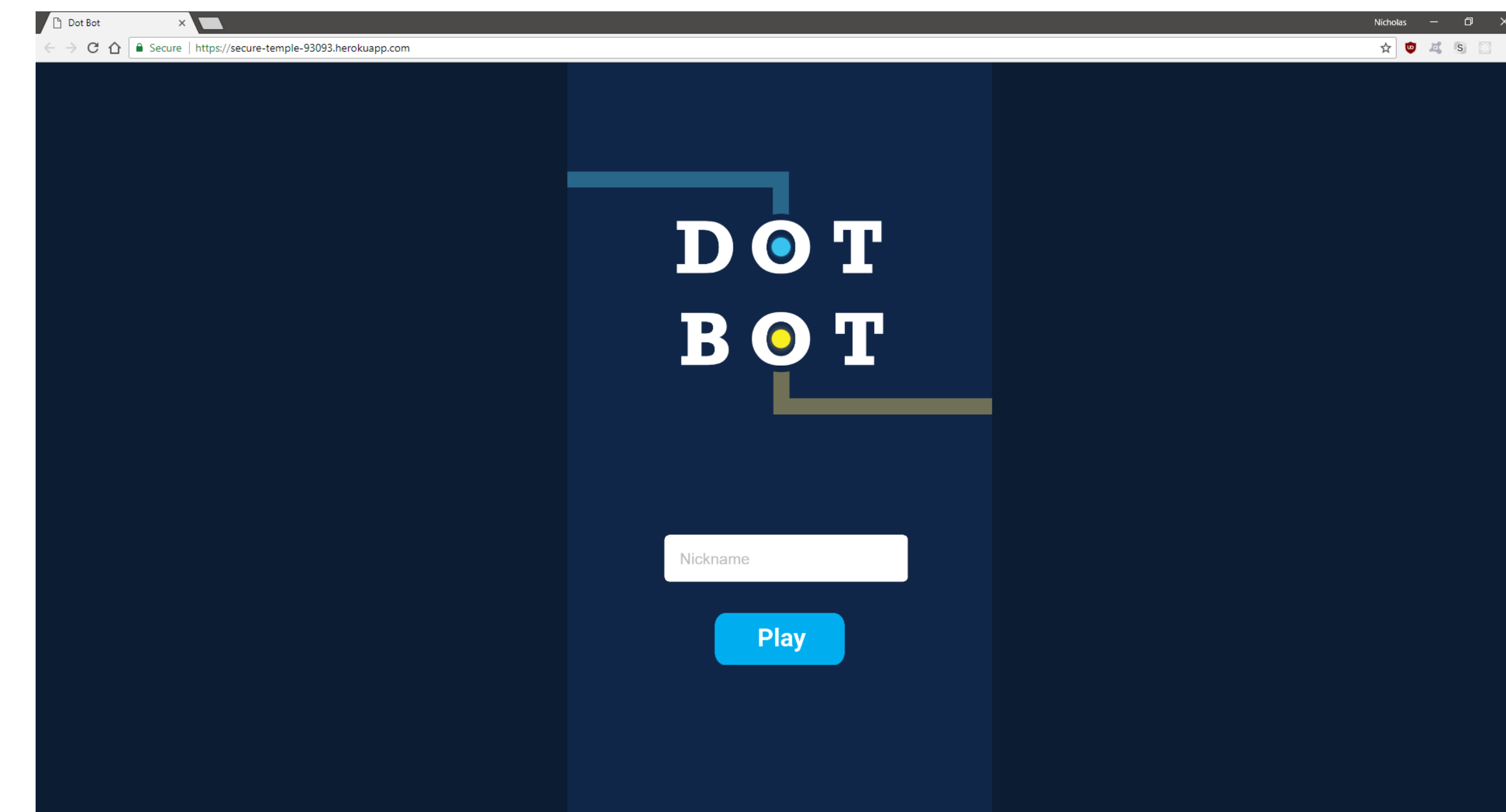




Dot Bot (Team 13)

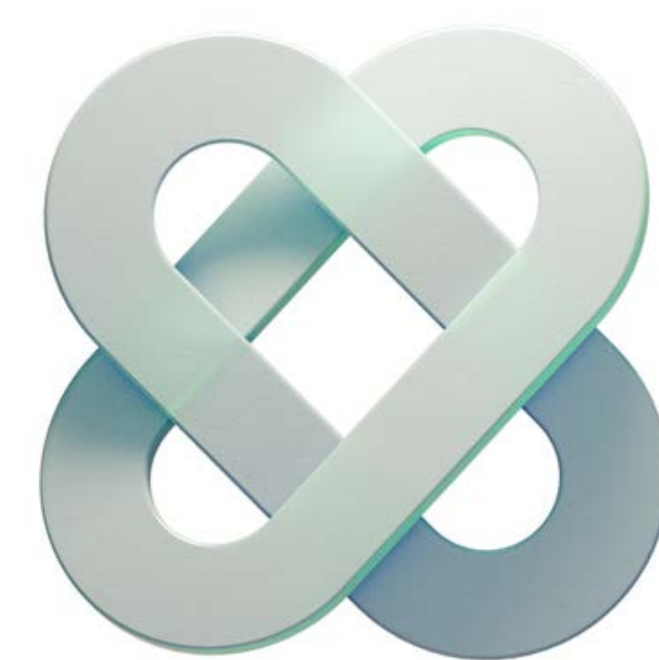
Description & Purpose

- Dot Bot is a casual, multiplayer game where players compete in a race to navigate their dot to the end of a maze.
- We wanted to create an easy to pick up, casual web game designed with the latest tools in multiplatform, connection-based web applications.



- Our game is available as a desktop web application and as a native Android app.

Design



- We used Phaser on the frontend, Node.js for our backend, Socket.IO to connect clients to the server, and CocoonJS for native compilation. Hosted on Heroku.

Ethical & Intellectual Property Issues

- Casual multiplayer games are not a new development, and we took careful consideration to develop a unique idea that isn't just a copy of popular games like Agar.io and Slither.io.
- All of the tools we used are open source and available for both free and commercial applications. Our code and assets are authored by our team and belong to us.