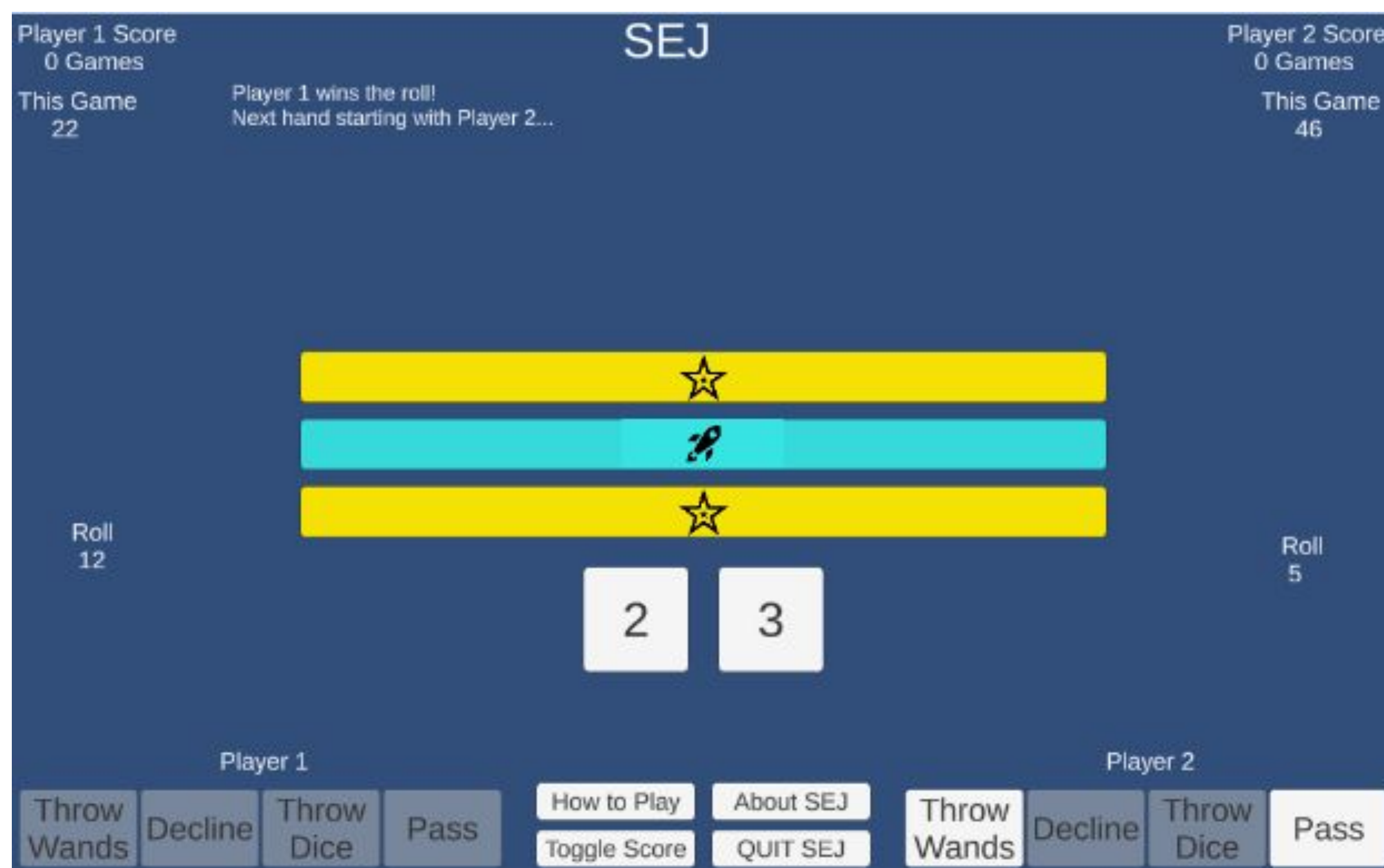# Sej Online

Team: David Hermann, Johnathan Ray, Nick Shugrue, Nick Maxwell, Tyler Morales

Client: Patrick Kelley, Instructor, Northern Arizona University, Flagstaff, AZ

NORTHERN ARIZONA UNIVERSITY
School of Informatics, Computing, and Cyber Systems

SS Serpent Studios

Team Mentor: Italo Santos

Problem Overview

In this version of Sej:
- The user interface is ambiguous
- No persistent scorekeeping
- Only supports local multiplayer on one machine
- The graphics are barebones

Challenges and Resolutions

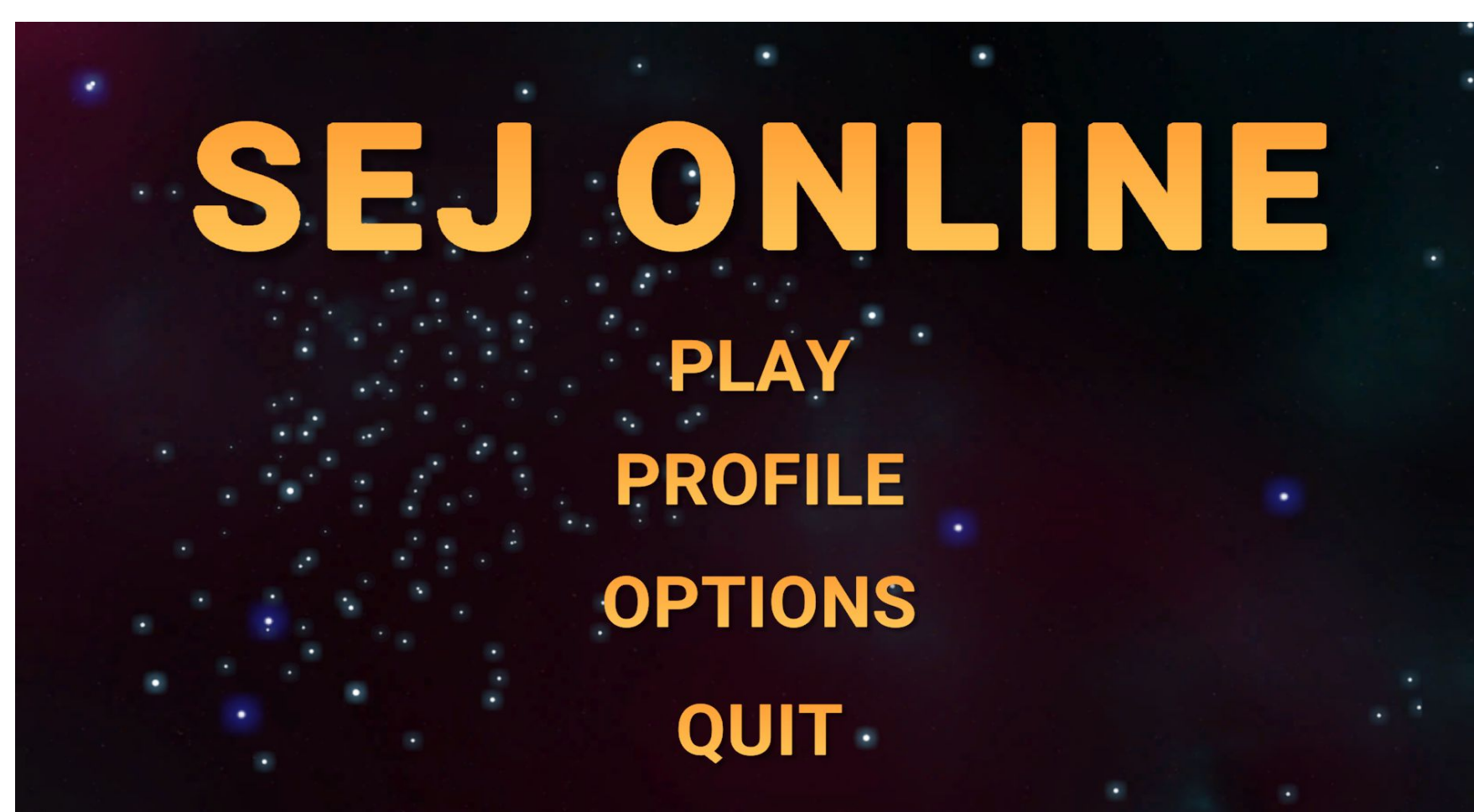| Challenge	Resolution
Melding projects	GitHub feature branches
Syncing data	Network variables, ClientRPC
Designing assets	Blender modeling, Unity Asset Store
Collision issues	Simplify the game space and objects

Key Features and Outcomes

Simple but attractive game space and user interface

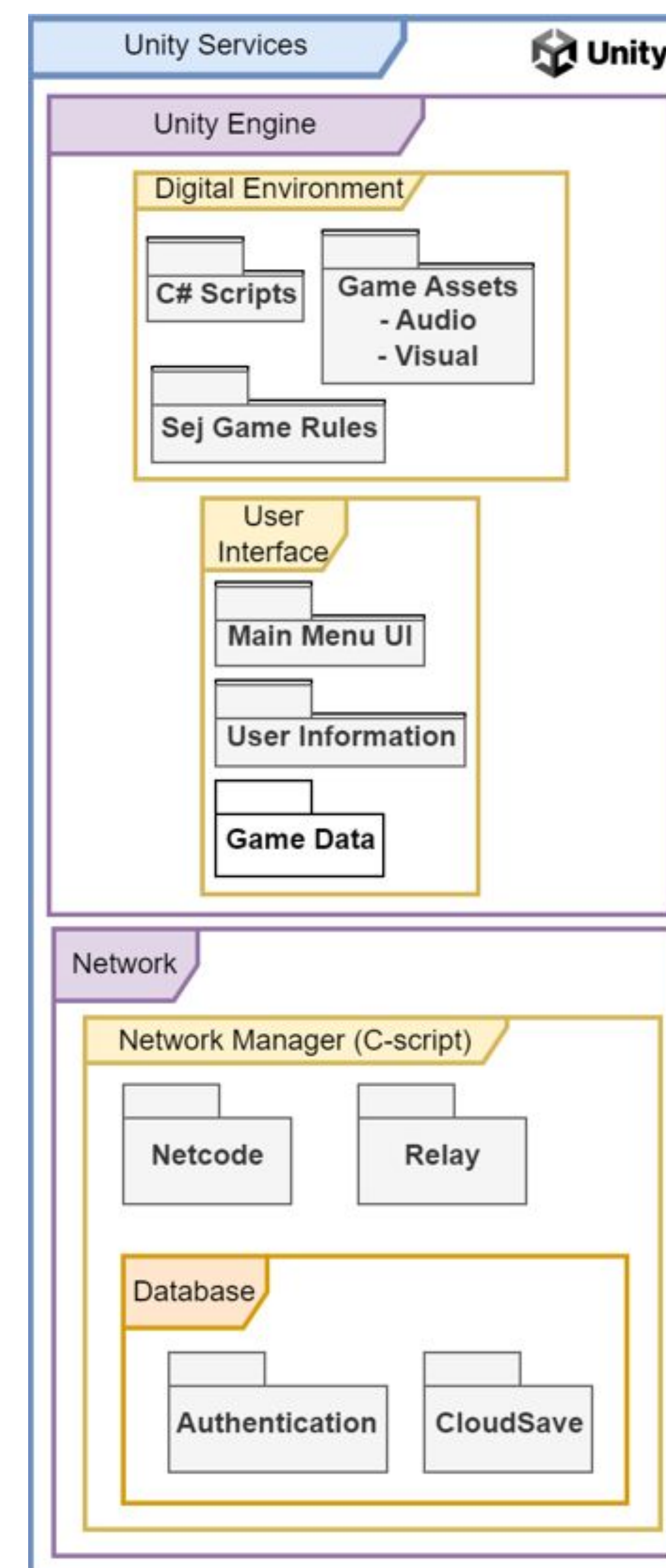Fully implemented Sej rules and Seamless online multiplayer mode
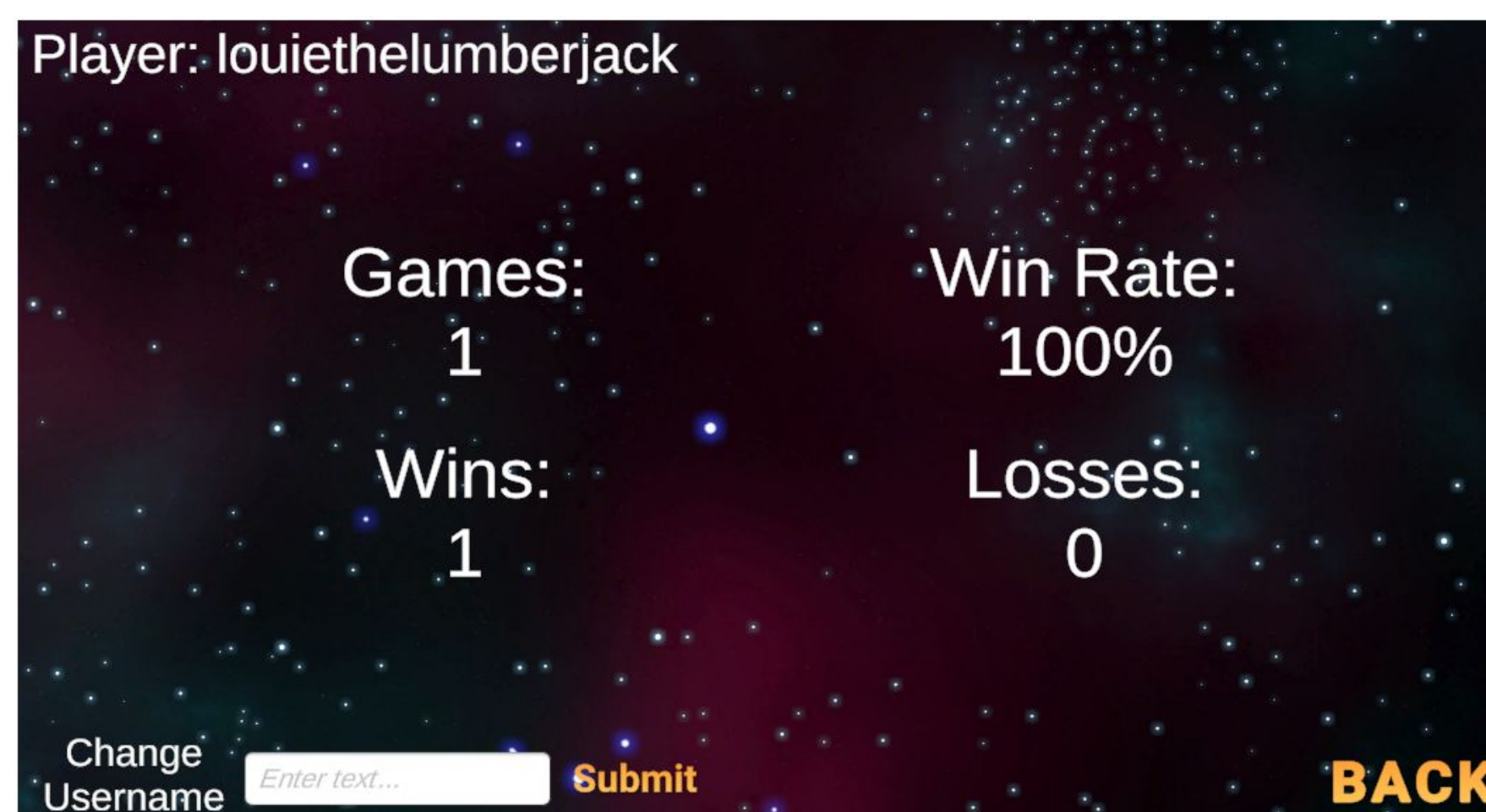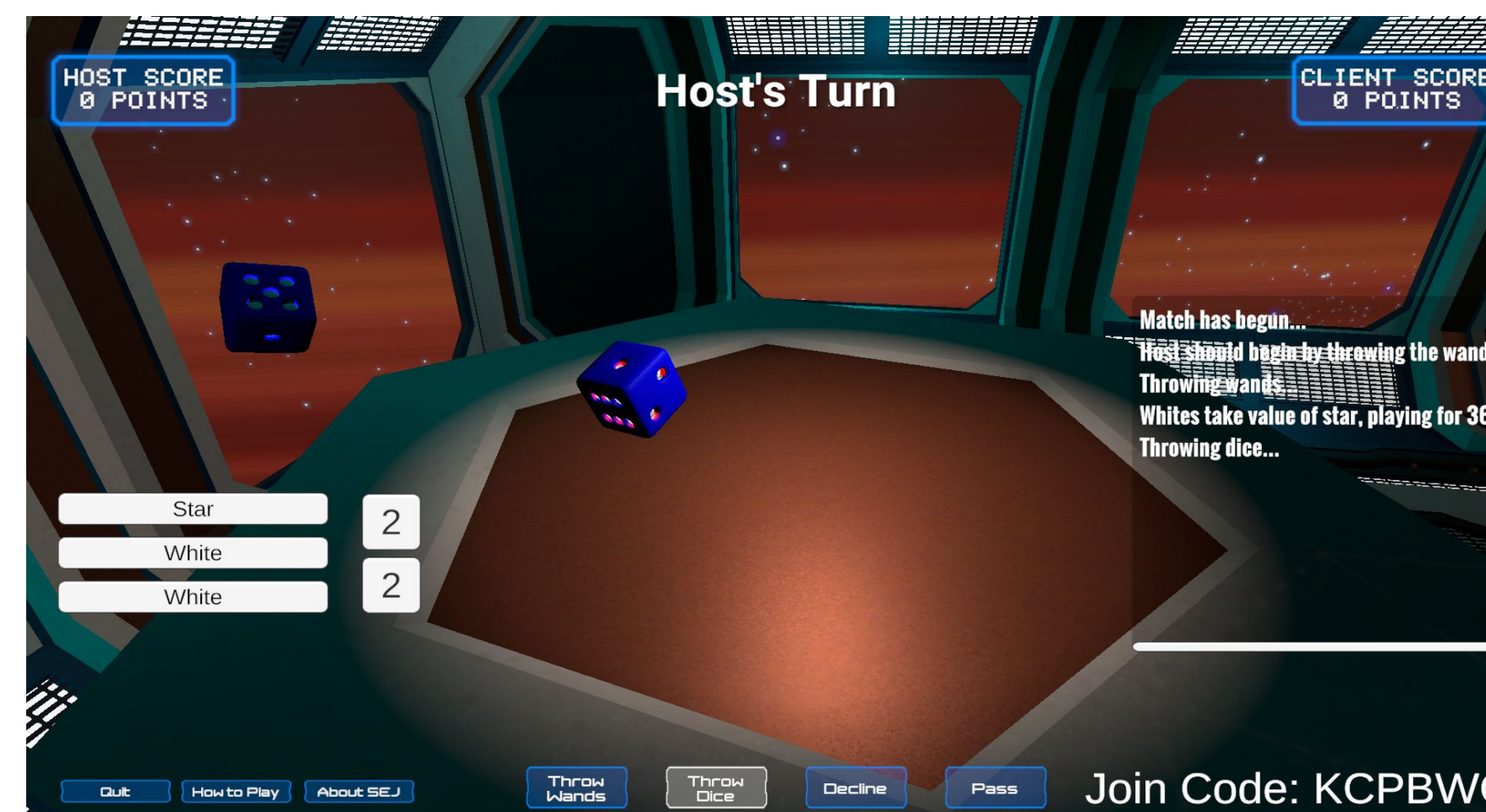
Persistent, cumulative score keeping tied to user accounts

Technologies Used

GitHub
Unity   Blender

Architecture

Team Website and Further Reading