Beta Presentation
BAPS 2: Battle Aircraft Position Share 2

The Capstone Experience

Team Boeing

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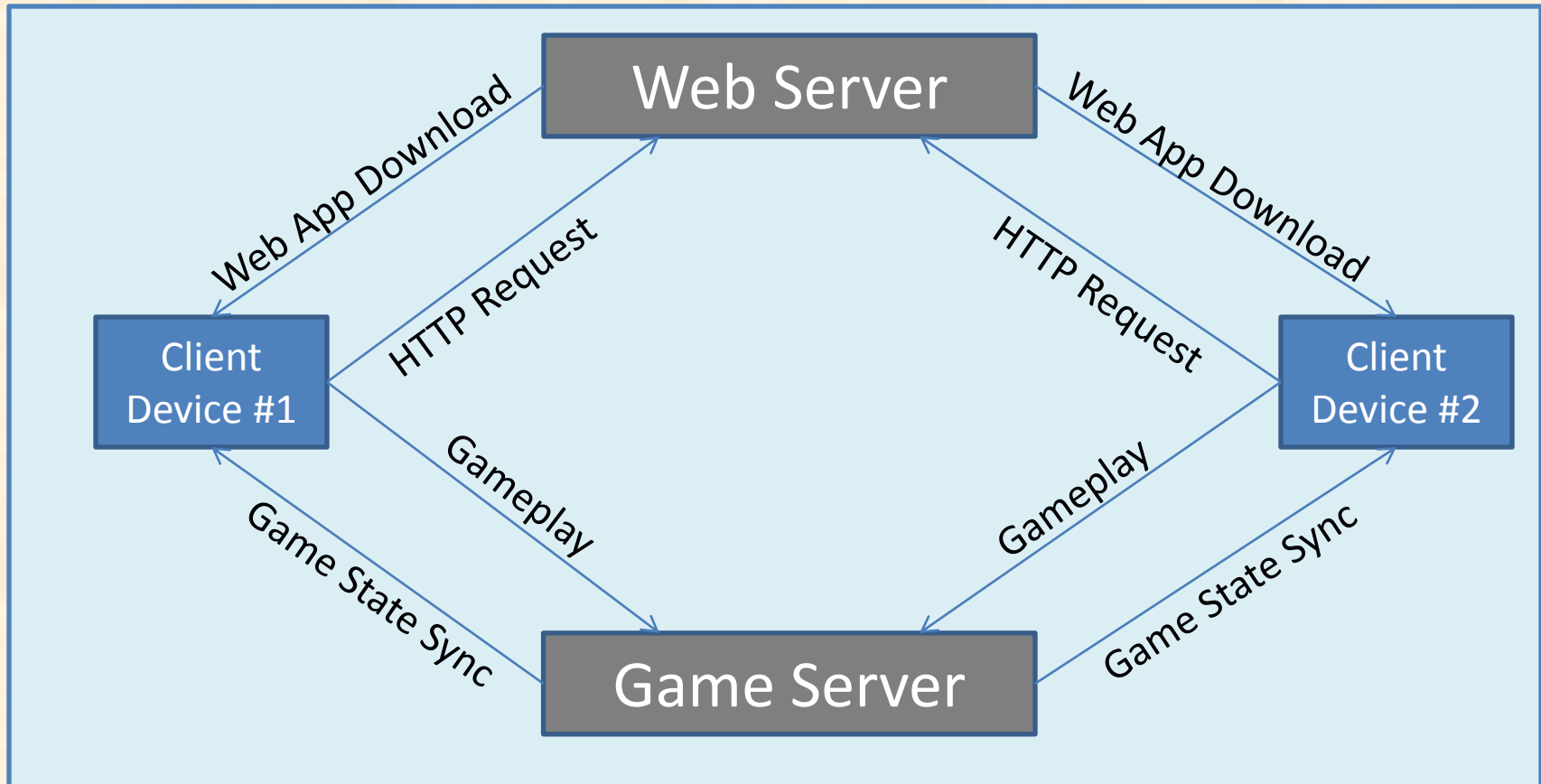Michigan State University

Fall 2011

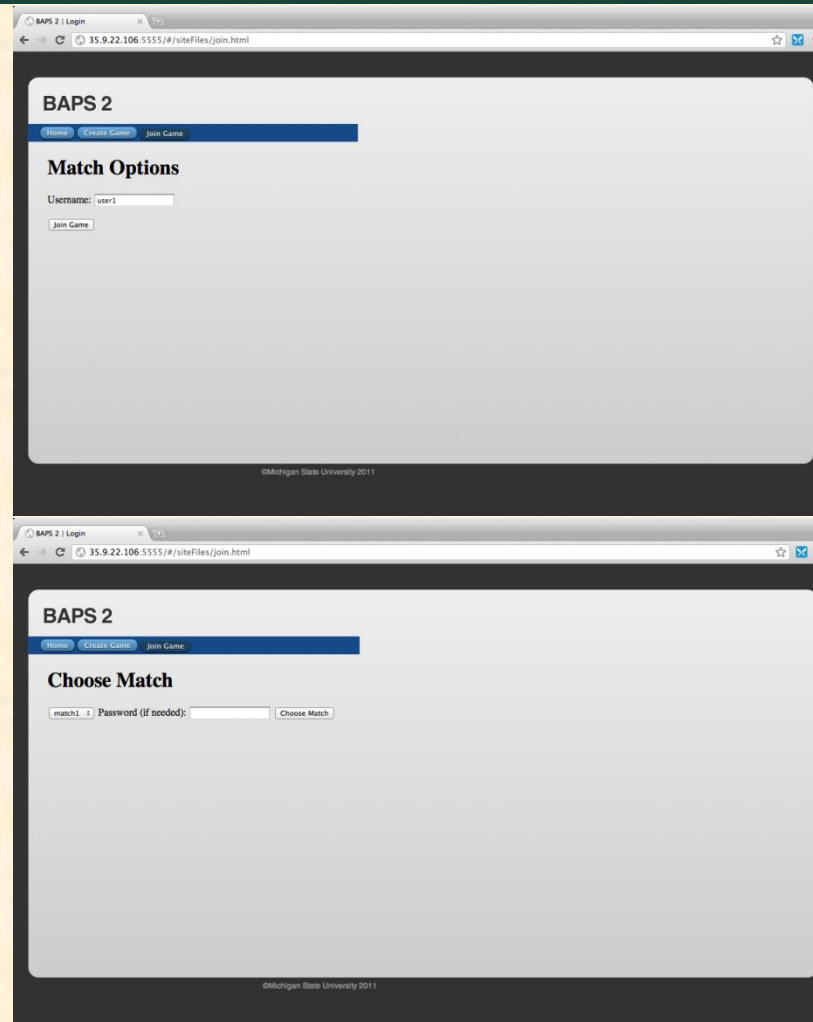*From Students…*
…to Professionals

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
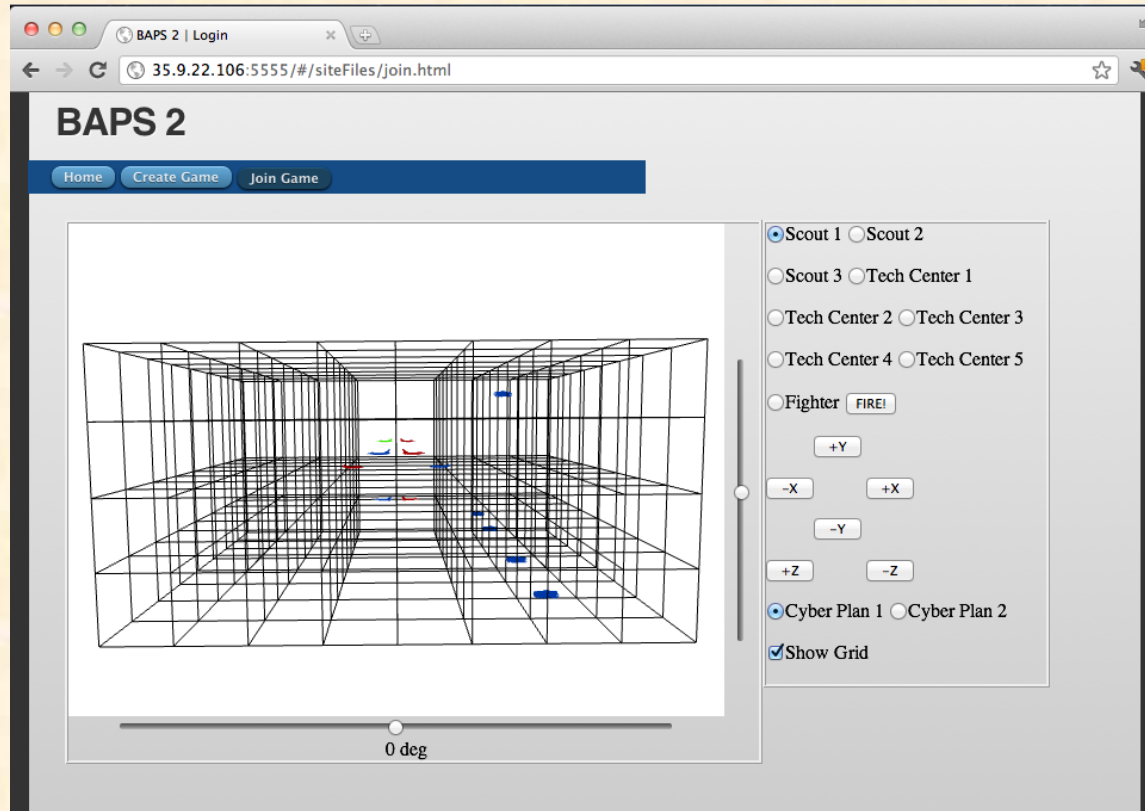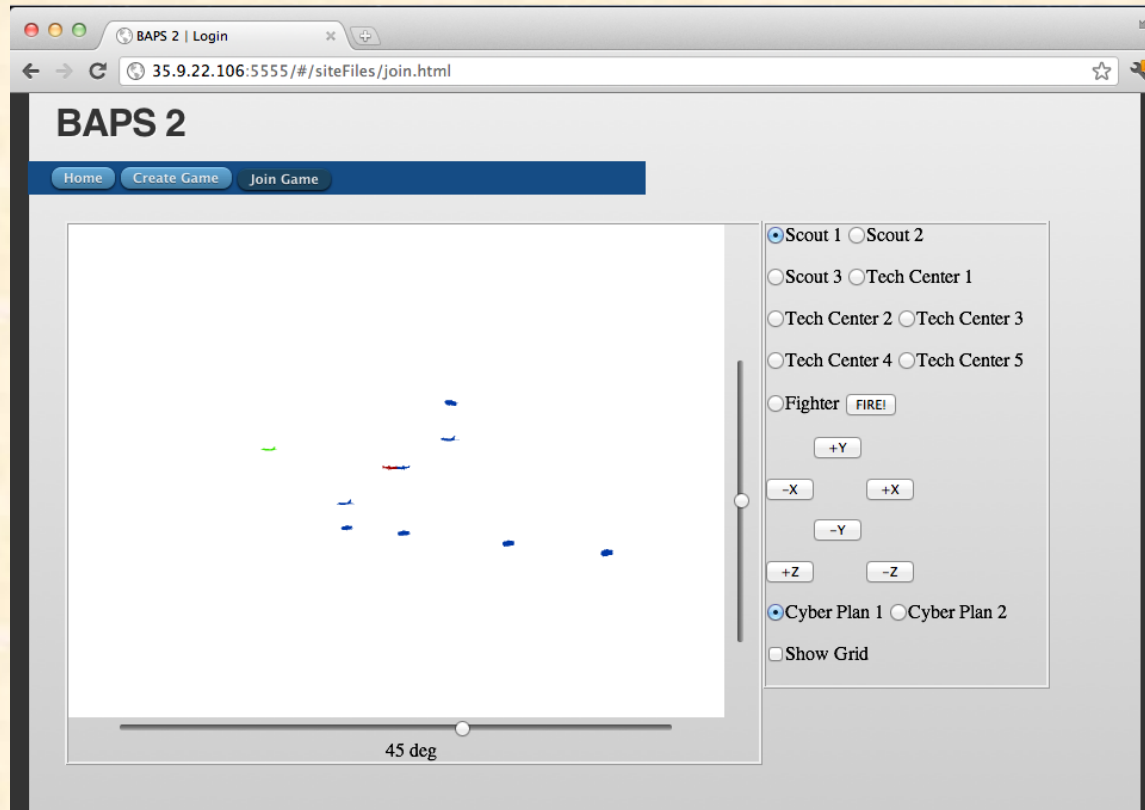- Played in a universal web app

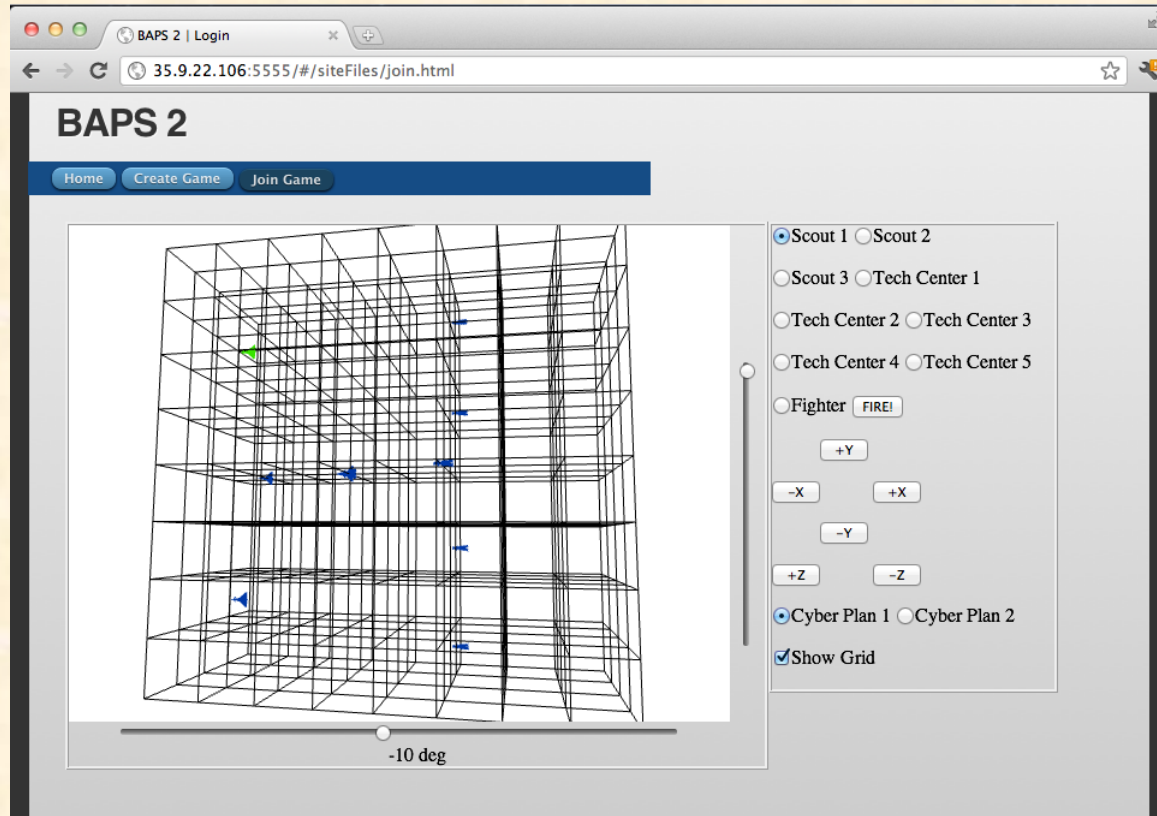# System Architecture

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