Checker Wars

Project Description Summary Part II

**Group 16: Alex Choi, Andrew Macatangay, Sam Alammar, Luke Austin**  
CS 440  
University of Illinois Chicago

Checker Wars is a game that is developed with the user experience in mind. This style and mechanics of the game have been developed in such a way that they are intuitive and appealing and yet will not detract from the overall experience of play. The user interface and installation process are relatively pain-free and so the user of the product will focus solely on the product’s gameplay. Several refinements have been made such that all elements of the game will enhance and not hinder the player’s experience.

Two types of servers will be required for Checker Wars to function. Firstly, the Game server, which will handle gameplay logic, as well as store historical game data such as Matched, moves within each match, and win/loss/draw history. The Player server will contain data specific to the player’s account and contain references to the games that player played on the game server so that the player can refer to their historical gameplay.

Server speed and reliability are paramount to the success of Checker Wars. This is why speed and latency, precision and accuracy, and capacity requirements are set forth in the accompanying document to specify what levels are required to consider implementation successful. Generally, 99.9%+ uptime and server reliability are required.

Gameplay and server reliability are extremely important to gameplay and user experience. Though there always needs to be some tolerance of bugs, faults, and exploits, they need to be pre-empted and handled appropriately. Meaning quickly and gracefully, without impacting player experience for long or in a negative manner. If a player experiences a bug or crash, the data from that crash should be sent to Bohn Jell for investigation to fix the bug that caused it.

As with all products and services, maintenance is required and important to ensure performance and dependability. Monthly maintenance will be scheduled for the first Monday night of each month from 2:00AM to 6:00AM. This schedule will impact the least amount of players from launch, but data analysts may be able to provide useful insights as to another time that will affect less players once we have established a regular player base.

Because Checker Wars does not log or record any sensitive data (we do not log IP addresses or any sensitive information other than that given to us by the users) our security requirements are minimal.

Checker wars is a game which prioritizes user customizability. Sound and language settings, graphics settings, game settings, and thematic personalization are part of the options that are available for the player to configure. This game will be able to be played in a variety of languages and the store will be able to be used in each country of purchase using that country’s currency. The user will also be able to configure their own themes and color palettes based upon their cosmetic purchases, user-created content, and preexisting items that come with the game and its downloadable content.

Checker Wars is a game that will be able to be approached by any user, if they have a basic understanding of their device of choice. All messages are kept clear and concise and will be understandable by all ages and for all people of various literacy backgrounds.

Checker Wars will also be accessible for those with common disabilities. There are numerous options which are available for people with motor function, visual, such as users with colorblindness or visual impairment, and auditory disabilities. Adaptive gamepad compatibility is also available for users with disabilities.

Checker Wars will require user input for documentation pertaining to online use and will include an instruction manual for all copies. It is a game that can be played by anyone and will feature a tutorial to get the user acquainted with all the mechanics.

Checker Wars is a game that will allow for stylistic and appearance changes. The base UI will be intuitive and uncluttered and will enhance the user’s experience. There will be purchasable and user-generated cosmetic items which will allow the user to personalize their gameplay experience.

This product will be available for purchase through a DRM (Digital Rights Management) system, such as steam, and as a physical copy. The game will operate in any physical environment that is acceptable for the device that it is installed on and will be compatible with various operating systems on computers and mobile device. This content will be updated and optimized throughout its effective lifespan.

Checker Wars will be sold in a multitude of countries and as such, will be culturally and politically compliant in countries of sale. The product will not offend any user regardless of the user’s gender, race, culture, religion, or sexual orientation.

Checker Wars will not use any controversial imagery and will comply with any country’s laws. It shall utilize the company’s own standard of quality and ethical code of conduct.