

List of Objects

Project Title: The Tame Game

Team Name: Irregular Innovations

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I. Entity Objects

1. Player - A character profile in the game. This character has the following attributes: Character name, health, gold, etc. They can move throughout the gameworld and interact with other entities, and are controlled by the user.
2. Creature - Creatures have stats (including health, hunger, physical attributes like speed and strength, etc.), and they interact with the game world based on their desires and needs. They may seek out food, seek out entertainment, etc.
3. Resource - Resources can be collected using tools and used for creatures. Attributes include: Resource name, Tool needed, market price.
4. Hazard - Some hazards, such as weather, lava, snow, hostile plants, exist and will cause damage to other entities depending on the nature of the entities. Example: Creatures can be hurt by lava, can be made cold by snow, but snow would not damage a resource lying on the ground.
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II. Boundary Objects

1. Signup Boundary- This window allows the user to create an account. This captures a username, email, and password. Username and Email are unique and can be used to associate information in the database.
2. Login Boundary- This window allows the user to retrieve characters saved in the database that are linked to their unique account.
3. Serializing Boundary - This object transmits serialized data to the database controller and also requests data from the database controller and relays it to the world controller.
4. PlayerControl Boundary - This is what allows the user to have controls and movement in the world. Game controls, mouse and keyboard, etc., all go through the boundary to be mapped to functions and controls in the game world or in menus.

III. Controller Objects

1. PlayerControl - This object controller takes user input and controls the user object.
2. WorldControl - This object will control the game world entities such as weather, creature.
3. SpecialEventControl - The main server that runs the game will have events for holidays, such as Christmas, New Year, etc. that will offer special cosmetics, items, creatures, etc. based on seasonal availability
4. ConnectionControl - This handles user sessions. As long as a user is logged in, this verifies that they are still logged in, and occasionally sends synchronization requests to make sure that the user's game is being auto-saved
5. SettingsControl - This controller will allow players to adjust in-game options such as button/key mapping, volume, and display resolution.
6. DatabaseControl - This manages the database. Adding/deleting players and profiles, saving data to the database, etc.