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SwordVStaff

CITA 215 | database Apps and concepts

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# Storyline

## Before the War

This is a fantasy game based in a world which there is magic. In this world, people with the ability to use magic are hid away in secret. Most people call them magi. They hide because they’re few compared to the massive population of humans without the ability to manipulate this magical power. At one point in their history, they lived together in harmony. During this time of peace, humans without magic became jealous and envious. They began capturing magi’s and doing cruel experiments on them to find the source of their glorious powers. Soon a council was called fourth, inviting the most power magi’s. During this meeting, they decided that the only way to keep both parties safe and to prevent a war is to cast a spell to remove all human memories of magic. This did not satisfy some of the magi’s within the council. There were ones that thought war has already begun and that they should finish it. They were banished from the council after deliberate attempts at agitating a war. Soon after, the council leader was murdered and his spot was taken by a very powerful magi with no conceptuality of morals. He began a war on the humans now without knowledge of their existence.

## After the War

Magi’s kept all memories of the human’s violence. Taking advantage of their memory loss, they began seeking revenge on the world by assassinating world leaders. To protect the human race, the magi’s with pure hearts begin training young fighters with potential to defeat the now evil council. This is where your journey begins as one of those disciples.

# Features

I’ve incorporated many features in the project. I created a login system to keep track of a player’s place in game. It’s basically a simplified save system using their location as a marker. You must login to the game using known login names and passwords from the database. A session is used to keep track of login information when moving to other pages.

## Admin Login

If the user logins as “Admin” username, it will give you access to the administration control panel. The administration control panel will allow you to add and remove users from the database. This doesn’t work properly because there is something wrong with the server, but I’ve it currently updated and changing userID=2. This queries a change in the database for the requirement. The button appear on the top header. It re-directs you to the admin page.

## Admin Page

The admin page has a “create new user” option and “distribute item” option. The distribute item option works properly, but creating a new user fails to work. This is due to the lack of an insert function.

## Incorrect Login

If you login as a user or admin, it will allow you to play the game. Incorrect login information will give an incorrect login information error. I would have created a register user layout, if INSERT functions worked.

## Header Location

There is a header to every page to make it look nicer. The header queries your location from the database and writes the location’s name. This makes it easier for the user to know the location that he/she is at. We will use the location from the database to determine when to display the proper command list to the user.

## User Input

There is a text box to receive the user’s inputs and change the screen based of those commands. Using loops and variables, I was able to create a few scenarios for the game. Allowing the user to move to another map depending on his choices.

## Movement

If you choose the correct command for the game, it will move you to a new location. The new location is updated in the database and you’re given new commands based on your location. The storyline continues, based on your location. The game is saved, even if you leave the webpage.

## Commands

The command list is displayed to allow the user to know which commands are acceptable. Every page will have an inventory and statistics command. The inventory command will query all of the items in your user’s inventory, change is dependent on your login information. The stats command will show all of your characters statistics. Given more time and with the full use of the INSERT function, I could allow items to be equipped to a user and increasing the user’s stats. The same thing could be said about fighting monsters and receiving items from them.