TP0 Submission

By the tp0 deadline, submit a single zip file to Autolab with the following:

**Project Proposal** (proposal.docx, proposal.pdf, or proposal.md)
This file should be named proposal.docx, proposal.pdf, or proposal.md (that is, Word, PDF, or Markdown, and no other formats), and it should include these sections:

Project Title and Description
The name of the term project and a description of what it will be. Your description must be a paragraph or two, including as many specific details as you can in that space. That said, please keep this brief and to the point. Please include a couple of pictures if that helps.

Project Title: SpyRing

Description: I plan for SpyRing to be a 1v1 Cold War themed game, with each player jostling for control over cities on a world map that looks something like this:
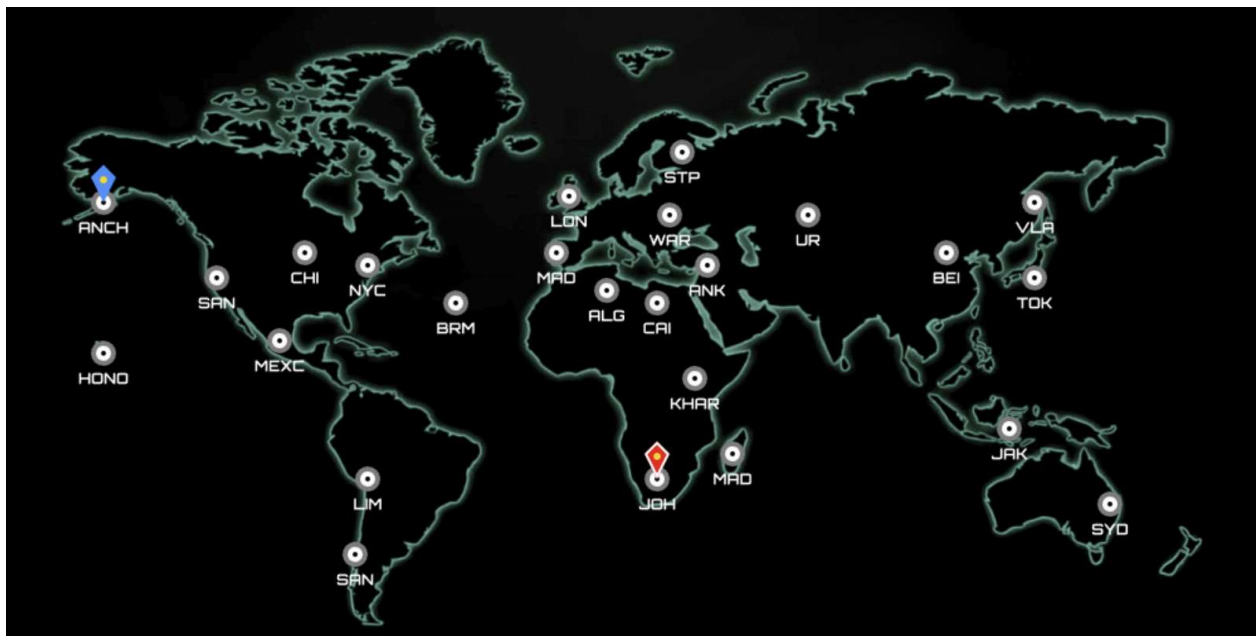
The list of cities on the map gets randomized with every game, and the movement connections will also be randomized (so city A may connect directly to cities B and C this game, but maybe only to C next game). This adds fun strategy at every corner, especially when I add in different characters with special actions.

Cities have 3 states: Controlled, influenced, and neutral. Controlled and influenced cities generate Intel, which can be spent on a bunch of powers (some basic, some specific to

characters). Controlled cities give more intel than influenced cities, and blow your opponent's cover if they try to enter.

Players get 2 actions a turn. Actions are spent to move (which grants cover), control cities, attempt a strike on the opponent, and more. Win by getting into the city your opponent is in and striking them OR remotely increasing their suspicion level to max with actions (they get arrested by local police).

2 actions isn't a lot to start with, so I plan to add another fun feature: entering a closed node "spy ring" of controlled cities grants you a bonus action for that round (name drop!). These can be chained together for maximum effect. When a spy ring is created, every adjacent city to the ring becomes influenced and starts producing Intel.

Similar Projects
Identify at between 2 and 5 similar apps or projects, either in the TP Gallery or online or in the Apple or Google play stores. You need to study these apps and list a few features from them that you think may help inspire the design of some parts of your app.

Two Spies, from the App Store.

- Main inspiration for this project & why I'm making this in the first place! Love this game & you should try it out. :)
- Has cool node & edge map ideas, with most of the main functions I want (control cities, using intel for basic powers, etc).
- Potential for setting up a server so two people can play on different computers?
- (Super ambitious): Computer spy-bot that plays against you???

Pandemic, the board game.

- Using this for a balanced world map, something Two Spies lacks, and ideas on what powers different characters can have without being too OP. General playtesting things will come from here.
- Also great UI. Might take some ideas.

Version Control / Backup Plan
Include a short description and image demonstrating that you are using version control or in some reasonable way backing up your code regularly (daily, at least). Note that your backups must not be on your computer (in case something happens to it). Ideally, store your backups in the cloud (Google Drive, a private git repository, etc).

Git repository made as a failsafe, additional code copy on VS Code alongside Sandbox.
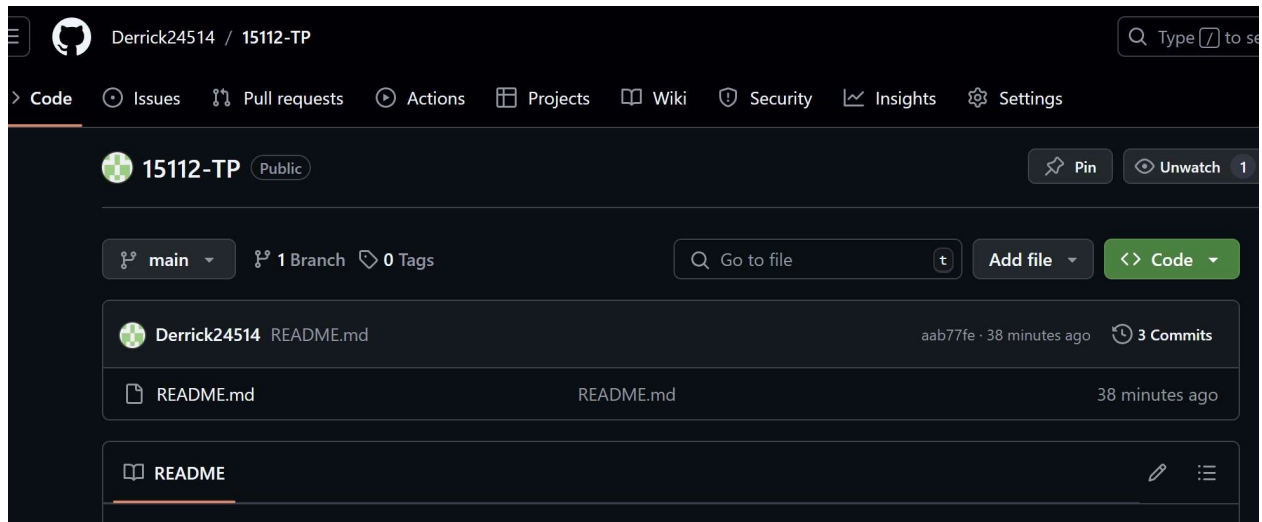
Tech List

Include a list of all external modules/hardware/tech you are planning to use in your project. Note that any such modules must be approved by a Tech Demo. If you are not planning to use any additional modules, that's fine, just say so!

No additional tech planned, except for maybe some better graphics packages when the main game is already squared away and done.