

Splatoonio: Feature List

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Game Board: The pixel map data structure that tracks enumerated pixel color

1 Server

Server Team: Eric Michalak, Deacon Seals

1.1 Tasks

- Create client/server communication protocol
- **Eric:** Create games with unique IDs
 - **Eric** Add players to games with unique IDs (added to smallest team)
 - Add players via group lobbies
- Manage account information
 - Leaderboards
 - Achievements
 - Player Level
 - Statistics (items used, accuracy, players hit, total distance, total painted)
 - Unlockables (new items, etc)
- Maintain game state
 - Out of bounds (lat/long)
 - Color of the *Game Board* map pixels
 - Active players and player information (held items, brush size, name)
 - Game clock
- Update *Game Board*
- Multiple concurrent games
- Generic API calls (winning team, percent controlled)

2 Mobile

iOS Team: Adam Evans, Illya Starikov

Android Team: Ian Howell,

2.1 Tasks

- Plays game
 - **Ian:** Draws main display map in background - potentially fancy map (stretch goal)
 - **Adam:** Paint board pixels slightly transparently over the map
 - Draw minimap displaying only the board (not map)
 - Display location of other players with arrows on the board edges or on the minimap (stretch goal?)
 - **Ian:** Track the user's location/direction and move/rotate accordingly
 - Updated game state from server
- Query server for available game by user's location
- Query server to create/join a public game
- Query server to create/join a private game
 - Custom map and boundaries
 - Custom item spawns
- Tweak settings

3 Game Mechanics

3.1 Games

- 3 teams per game: red/green/blue
- Game duration: 10/20/30 minutes
- Team with the most points wins

3.2 Player

- Paints ground under player with team's color
- brush size slowly increases with distance

3.3 Items

- Players collect items
 - Items spawn randomly?
 - Random Items every n seconds
 - Select an item every n seconds
- Items can damage players, resetting their brush size
- Bomb: paint a circle anywhere on the map by tapping the screen
- Green Shell: throws a shell which travels in a line painting everything under it

3.4 Scoring System

- Teams get points based on percentage. (10% = 10 points)
- Teams get additional points for controlling a marked region (CompSci Building = 10 additional points)