

# Batter-up!

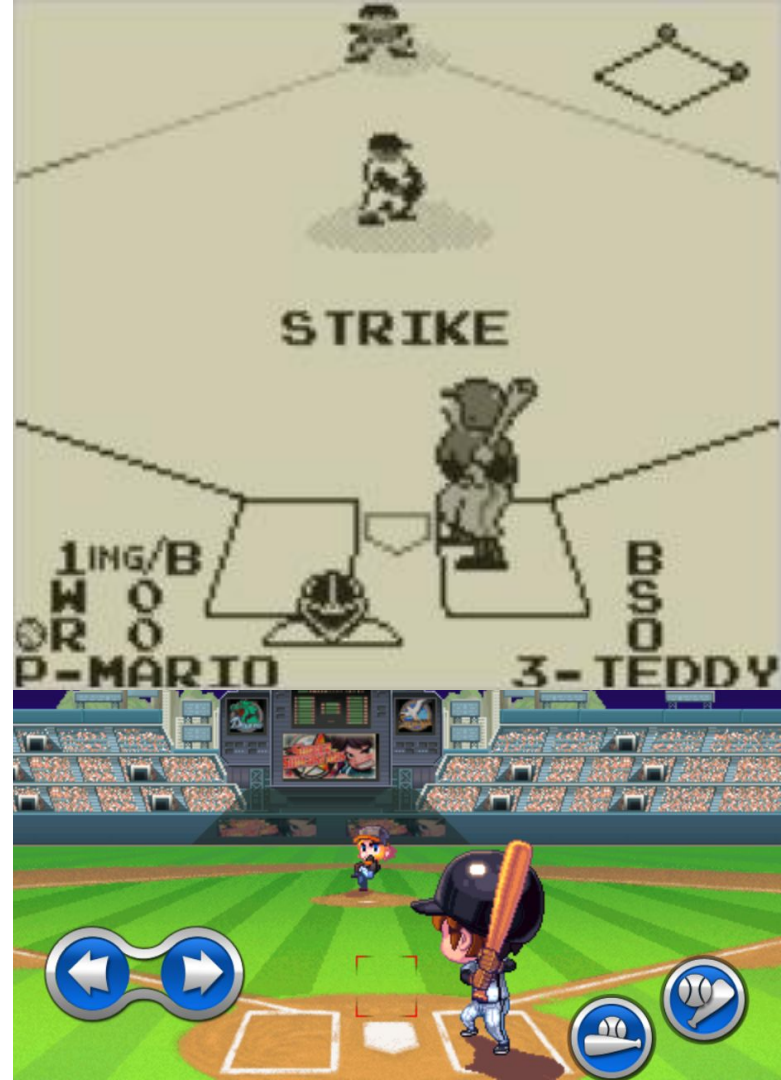
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T1A3 - Terminal App  
Justin Lee

# Inspiration

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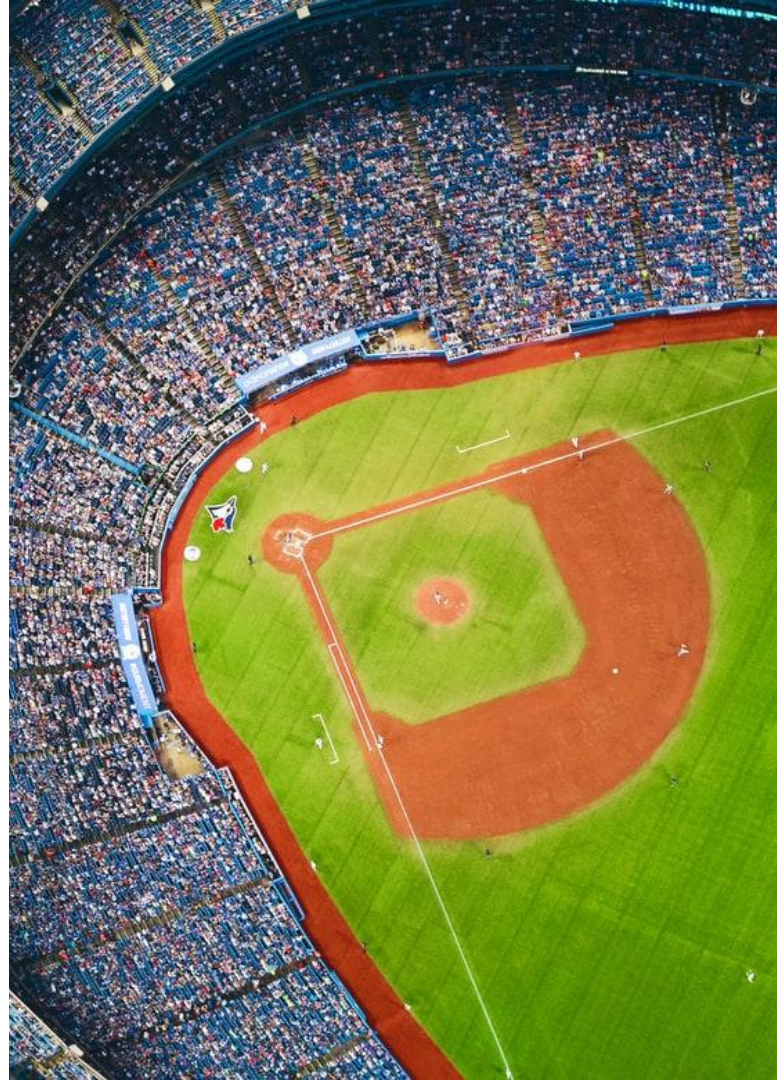
- Inspired from classic baseball games growing up
- One of my first gaming experiences was playing baseball on the original brick gameboy



# Purpose & Scope

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- Game to simulate one inning at-bat
  - 3 outs is game over
- Advantage of established game logic
  - No new creation of game logic
- Play for the high-score!





# MVP features

(minimum viable product)

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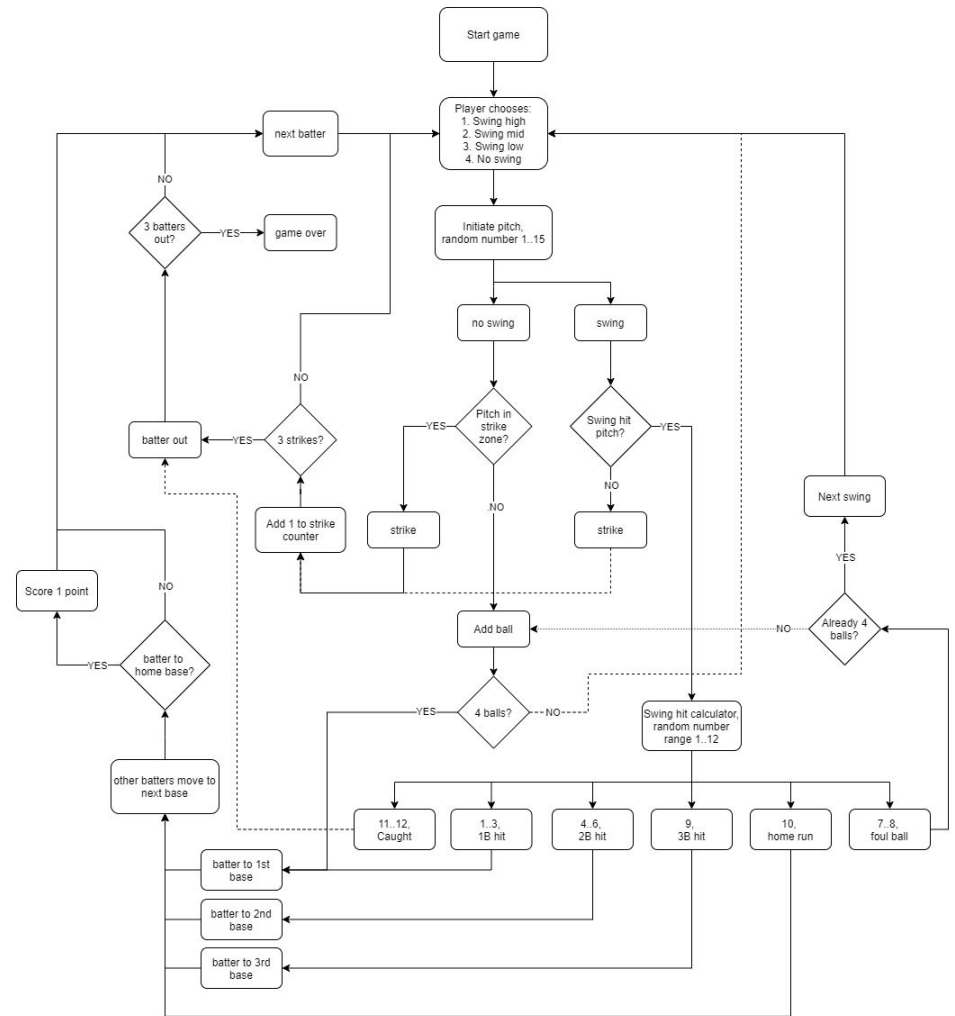
- **Batting system**
  - Random generated pitches
  - Includes strikes, balls & outs
  - 3 outs is game over
- **Baserunning tracker**
  - Shows current runners on base
- **Scoreboard**
  - Keeping track of strikes, balls and outs
- **Basic graphic interface**



# Batting system feature logic

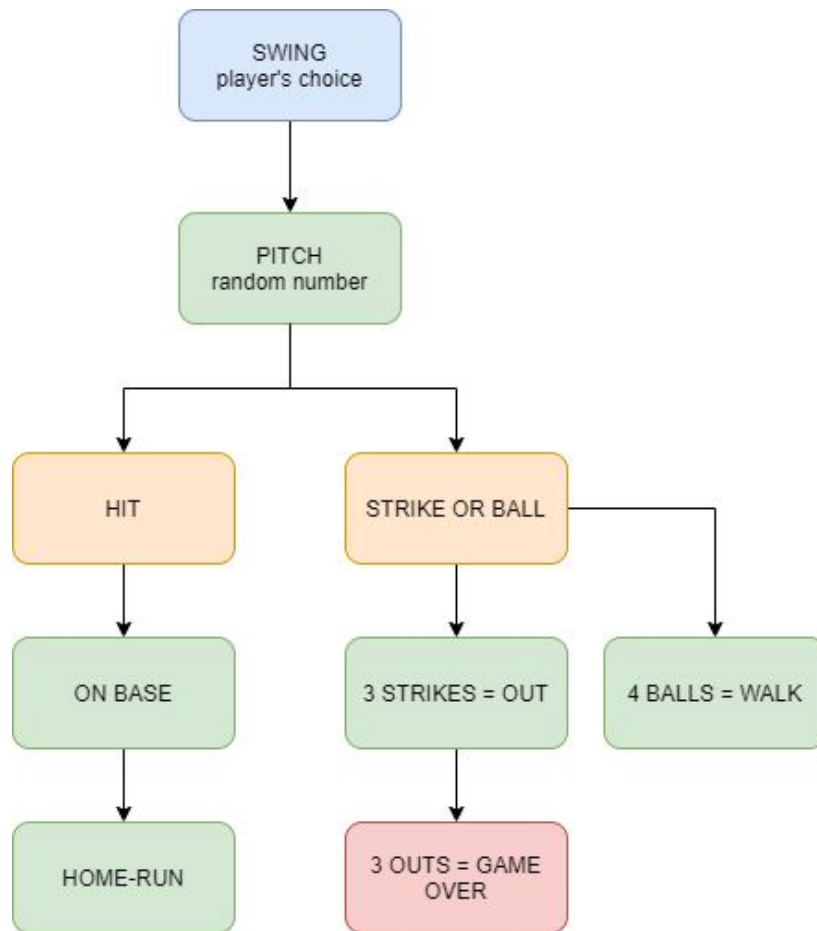
(comprehensive control flow)

- Control flow for a single  
inning at-bat
- Game over at 3 outs



# Batting system feature logic (simplified)

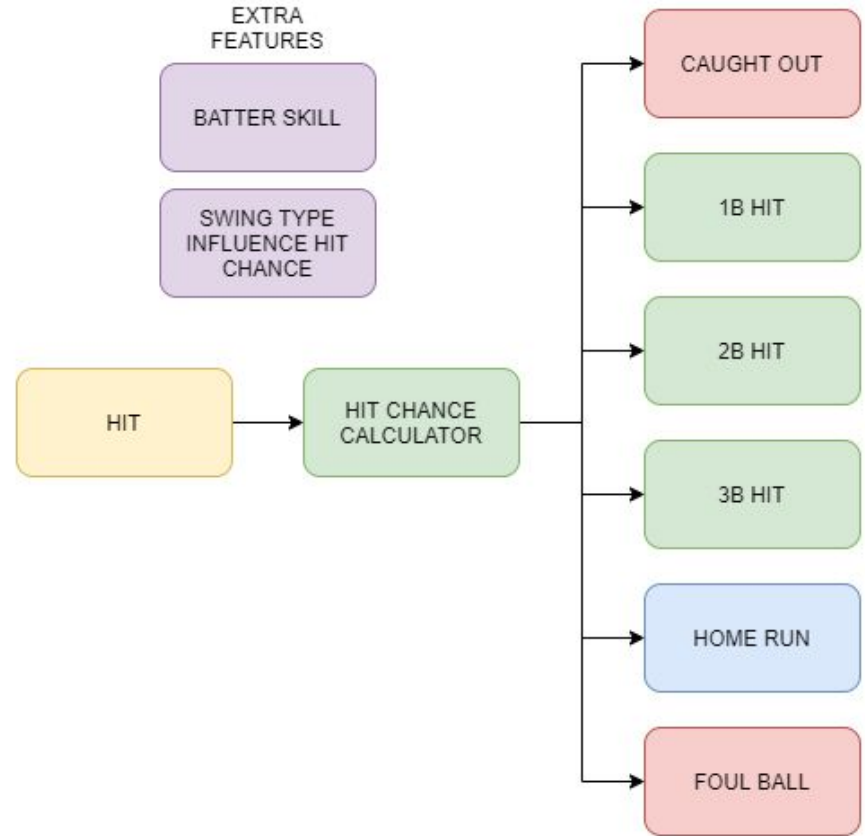
- Player chooses swing
- Either hit, strike or ball
- 3 strikes, out
- 3 outs, game over
- Random hit outcome
  - 1 base hit, 2 base hit etc.



# Hit Chance Calculator

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- Outcome of hit calculated
- Higher chance of 1B and 2B hit, low chance of home run and 3B hit



# Scoreboard & Baserunning Tracker

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- Scoreboard will keep track of:
  - Strikes
  - Balls
  - Outs
- Baserunning tracker will visualise position of runners





# User Interaction

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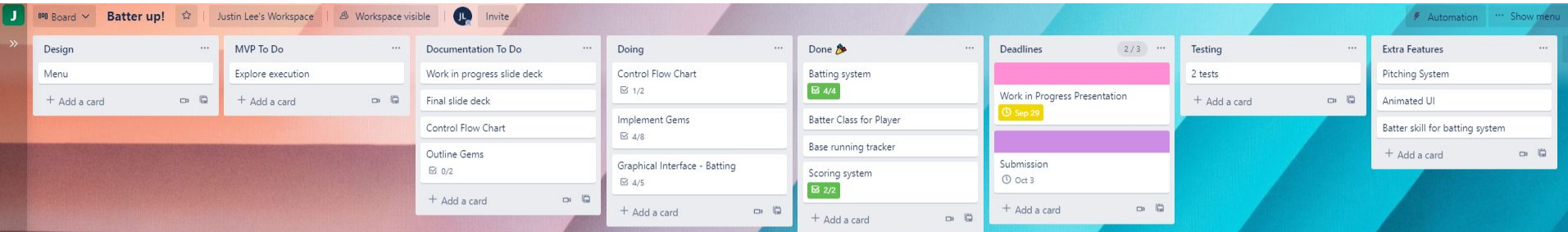
- Player can select swing:
  - High, Mid, Low or No swing
- Depending on swing (or no-swing), app will calculate outcome
- Player must strategize
  - go for swing-hits (high-risk, high reward)
  - Or no-swing for balls to walk-in runs (low-risk, low reward)



# Project management & Implementation

- Trello: To-do, doing, done
- Prioritize MVP

- Divided items into:
  - Design (graphic interface)
  - MVP features
  - Documentation
  - Deadlines
  - Testing
  - Extra features



# Gems

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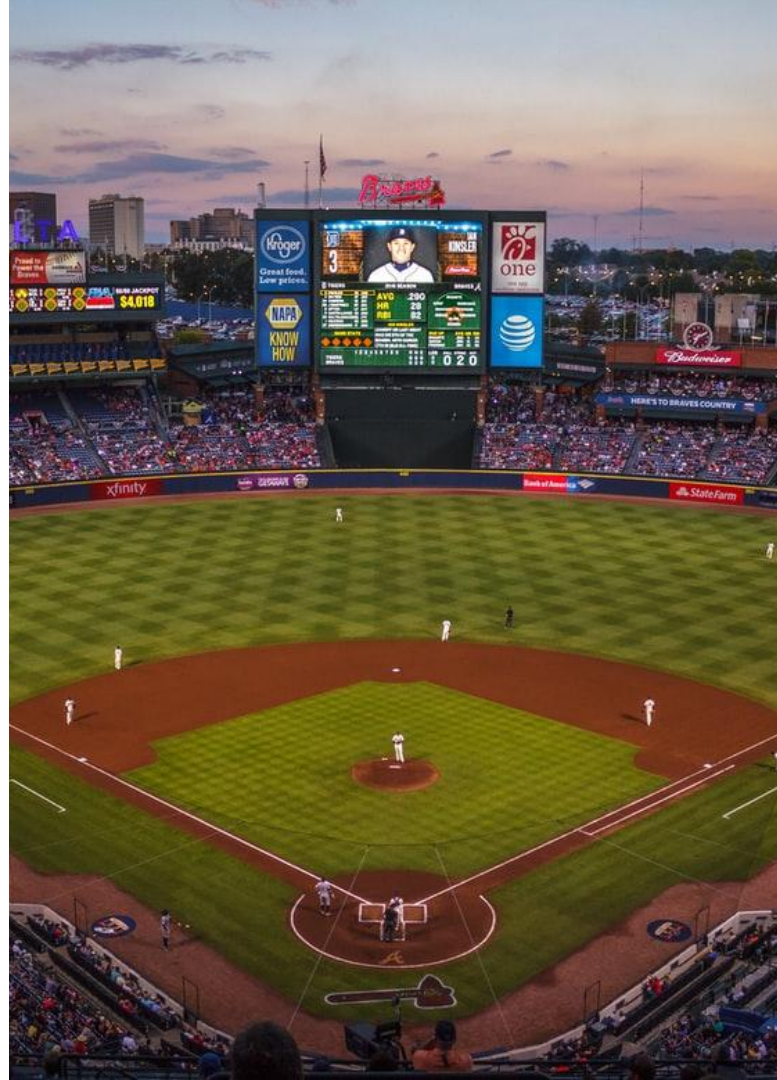
- MVP gems:
  - TTY-prompt
  - TTY-box
  - TTY-font
  - Bundler
- To test/add:
  - Artii
  - Colorize
  - Paint



# Challenges (so-far)

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- Converting baseball logic to game logic
  - How to utilize Ruby to express the game logic
- Challenging & entertaining for the player
- Finding relevant gems





# To-do

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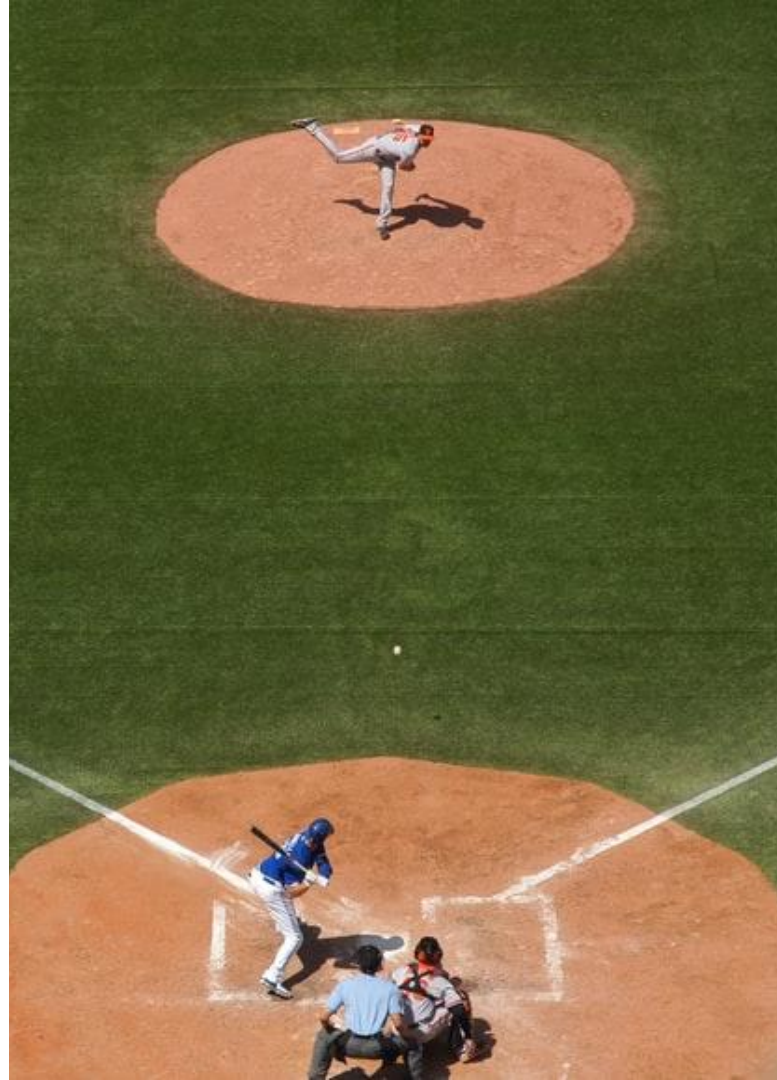
- Menu
- Documentation
- Implement batter skill
- Chance to get caught out
- High-scores
- Testing
- Additional gems
- Execution



# Features wishlist

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- Swing-type to affect hit outcome
  - E.g high swing = high chance to hit home runs, but also be caught
- Batter skill
  - Skill affects hit calculations
- Upgradable batter
- Animated graphic interface
- Pitching feature
- Batting + pitching = whole game!



# Demonstration

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