<!-- --> Ideas I included but think they do not belong in the final draft.

User Story:

The player sits down where the menu screen is already up. The menu has two options of “fight” or “spectate.” The player chooses to fight. He is brought to another menu with options of “train,” “items,” “avatar,” and “fight.” He sees information in a nice text box on the side and reads it. The text explains how the game will try to develop an AI unique to his training and AI’s fight experience. He looks at the items for fun. He starts to train. The player selects a set of modifications to add to his avatar. Once he is satisfied, he begins the battle with a countdown. The player fights an AI avatar with its own chosen modifications. The player destroys it. After five to ten minutes of training, the player goes back to the play menu and chooses to fight. His AI avatar chooses its own modifications and fights another player’s AI avatar. Somebody wins. The player goes back to the menu and clicks on “avatar.” He chooses a color scheme for his AI. He also chooses the Australian flag the appears next to his AI’s name, because he is from Australia. He spends an hour training the AI and watching it get better against other AI. He leaves.

Items:

Each item shows the ability it has, statistics of its strength, and the AI’s preference. Each item can affect several statistics apart from its focal strength. The player goes to the item settings to configure his training avatar.

- Weapons:

There are sets of unique weapon types containing weapons of different strengths and abilities.

- Speed:

There are unique speed modifications of different strengths.

- Durability:

There are unique durability modifications of different strengths.

<!-- - Radar:

<!--Radar modifications affect the amount of resources the AI can consume in order to <!--think.

<!-- - Emergency packs:

<!--A pack can be administered mid-fight to apply healing or other effects.

Training/Fight:

Each fight lasts 1.5 minutes or until a number of points have been reached by either AI. Each training session continues until the user quits. Before a training session, the player can choose his avatar modifications in the avatar settings. A fight consists of two avatars attacking each other and gaining points for each hit against the enemy avatar.

Controls:

For the sake of understanding, only the player’s controls need to be specified. The view of the arena is a top-down perspective. The player moves his avatar with WASD or the arrow keys. For each configuration, the up button moves the player forward, the right/left buttons rotate the player, and the down button move the player backward. The player uses the mouse to aim particular weapons and fires them with left/right clicks. Q and R-Shift fire additional weapons or trigger other abilities when pressed.

Arenas:

The view of the arena is a top-down perspective. There are several arenas with different setups. Each arena can fit on the screen (1920×1200 ?) in its entirety. An arena can have obstacles to provide cover. The left and right sides of the arena have the players’ names and flags. The names of each AI appears over the avatars. The score appears on a scoreboard at the top of the arena with the timer underneath it on the same board. The arena can have different shapes, but the edges stay rounded.

Avatars:

An avatar can have several attributes: main weapon, secondary weapon, speed mod, durability mod, body type, etc. Note to the player that this does not affect the AI’s avatar. Each avatar has a name unique to all the avatars in the system. An avatar is only present when the player is “registered” - has entered past the first menu screen by choosing “fight.” Once the player chooses to play, he has to enter a name for his avatar. Under the avatar options, the player can select a national flag and a unique three-color scheme. When a player quits, affirm that he is done by warning him that his avatar will reset.

Leaderboard:

The leaderboard shows the highest ranking AIs from the players currently online. Each ranking will appear as name, flag, total points acquired during AI v AI fights, number of wins, and Elo rating (assuming we are doing an Elo rating). When a player quits, his AI will still appear on the leaderboard.