RGB

Android / iOS Location Game

Summary

Each player has an R, G and B value that defines their unique colour. Each earns R, G and B resources for visiting territories that exist in the real world, and the resources can be spent either building new territories or capturing existing ones. The goal for each player is to control as much territory at one time as possible.

Core Gameplay

Gameplay is a little limited as this game is designed to showcase the use of PHP, MySQL, and HTML5. However, the gameplay as it stands right now is designed to easily expanded on in the future.

After the player has created an account or signed in, their primary means of playing the game is walking between territories already laid out. Each territory has an RGB value of it's own, and the player that created it maintains control until another expends enough Resources to make it their colour.

For example, if a player's RGB is 23-56-157, then a territory created by them would have an RGB of 23-56-157 by default. If player2's RGB is 26-50-127, they would have to expend 3-6-30 Resources in order to capture it.

Resources are gained for visiting any territory, and are used to manipulate RGB values of other player's territories. The amount gained in a visit are determined through three dice rolls from 1-20. This means on average a player will get 10R, 10G, and 10B Resources. NOTE the player's RGB is unchanged with the accruement and expenditure of Resources.

Style

The style of the game will not be especially pronounced. The most important thing is that the HTML5 is clean and intuitive, so the player can start playing the game quickly.

Context

The backstory for this game is that a never ending war has broken out between three machine factions for control of earth. Red hates humans and wants machines (specifically Red machines) should rule as much of the earth / universe as possible. Green sees value in cooperating with nature (and at times humans), and wants to build a world / universe in which machines work with their surroundings. Blue believes neither machines nor humans should exist and are on a pseudo-religious campaign to destroy both natural and artificial life.

Additional Gameplay

Each player that visits a controlled territory will generate a little bit of Resource for the controller, based on the number of colours they've unlocked. At first, only one colour is unlocked, and it is comprised of the player's RGB values. If the player would like, they can generate a new RGB value in exchange for Resources. Having more colours unlocked means more revenue from territories, but it will also make creating points slightly more expensive.

Each territory also has a Quest. A Quest sets a pseudo-random goal for the player if they choose to take it, with a reward of resources upon successful completion. A player can only have one quest at a time, but their active quest can be dropped with no penalty. An example Quest might be capture 3 Blue territories (where B is the largest RGB value).