

BROKERLAND

By Broker Studios

Tomás Moro Lías – Óscar Caro Navarro

Description:

In this capitalist world we live in, money is the ultimate goal. Conquer the stock exchange, or die trying.

The player will immerse in the life of a broker. Key features:

- Explore a wide world: work on the office, relax in the park, rest at home...
- Play against your enemies: make the other brokers run out of money
- Keep an eye on your health: maintain a balanced lifestyle, or suffer the consequences
- Manage your time: internal 24h clock

User Storie 1:

User U begins the game.

He is a broker and chooses a name for him/herself, he appears home at 8:00. U goes to the office and starts trading looking for some profit. U realises that time flew by at work and that he's mentally tired and hungry. U goes home.

U has dinner and goes to sleep. The next day he has breakfast and goes to the office promptly to cash in some profits with the assets U invested in the day before. U does this for a few days and scores some good deals, but U realises his life is miserable.

U goes to the park, where he gets all the more depressed. U then is left with no choice by his mental state than to kill himself.

User Storie 2:

User U begins the game.

U is a broker and chooses a name for him/herself, he appears home at 8:00. U starts by having breakfast and watching TV. He then goes to the office to start trading. U starts trading, U is good at it. U has a healthy lifestyle and is good at work, but one day he makes some bad trades, and a company on which U had a lot of money goes bankrupt. U is deep in debt and declares bankruptcy. He then has to pay off his debts to the banks with his properties and ends wound up in the streets. U is the forced to live the rest of his life as a bum.

User Storie 3:

User U begins the game.

U is a broker and chooses a name for him/herself, he appears home at 8:00. U only cares about trading and making money so U just trades through the day and night. Eventually U realises that he cannot keep going like that. U tries going home and taking care of his mental health but U also has to eat and take care of his physique so he has to be internalised in the nearest hospital.

Then the game is over.

User Storie 4:

User U begins the game.

U is a broker and chooses a name for him/herself, he appears home at 8:00. U is a good broker and lives a good life, he invests wisely and pays close attention to every market move and the state of it. Other brokers in the game start dying, quitting or going bankrupt. Eventually through perseverance and a process as bland as eating pure oat grains U winds up the last broker in the game, with a big influence on the market and an empty, lonely heart. U wins, but at what cost.

Planning:

Our iteration size is two working week. We have followed the following iterations:

1/2/2020: Planning discussion. Base classes and initial logic are developed.

15/2/2020: Locations are implemented. Internal clock system is added. Minor corrections are done. Initial class diagrams are done. All user stories are roughly available in the real game.

1/3/2020: Huge code refactoring to adopt a more flexible architecture. Class diagrams are reworked accordingly.

15/3/2020: EXPECTATIONS

- MODs will be added, to act as enemy brokers in the stock exchange
- Clock system will be refactored: each player will have its own clock, including the MODs.