Trading Game Project

Milestone Report

The group:

* Jack: <stuff>
* Milan: <other stuff>
* Craig: Art for the game (almost done), moving on to help with the game code.

We chose to use JavaScript for the game, because <reasons>.

Our game is a survival game, where players (represented by magical ghosts wearing hats) must last as long as they can inside a house, which is being attacked by giant magical zombie snails. The game is turn-based, and so can be multiplayer; players are distinguished by the colour of the hats worn by their ghost characters.

Game rules:

* On their turn, a player may perform one of the following actions:
  + Move into an adjacent room
  + Build a barricade in a room entrance, preventing movement through it until it is destroyed
  + Destroy an adjacent barricade
  + Repair an adjacent barricade (unless the barricade is under attack / there are snails in the adjoining room)
  + Shoot at snails in adjacent rooms (players may shoot through barricades)
  + Pick up ammo from the ammo box
  + Pick up or drop the ammo box (while the ammo box is carried, the player may only move, or drop the box. Other players cannot pick up ammo from a carried box)
* Snails will find the shortest path to a player, and destroy barricades in their way (depending on the size of the group of snails, which is initially randomly generated, and can be decreased by shooting them)
* Players are killed when they are in the same room as any number of snails

There is also a chat feature for the multiplayer games, with which players can co-ordinate their turns. For example, if multiple people try to pick up the ammo box, only one will succeed (this will likely be randomly determined). Similarly, two people building a barricade in the same place will not make it any stronger.

The game will slowly get harder, too. As yet, we haven’t decided how this will happen, but it will most likely be one of two things: either there will be more snails per group, or the snails will simply be stronger (harder to kill, will destroy barricades faster, etc).