Proposal for DMA28 Final Project

Group member:

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Background:

Enlightened by a strategy video game Reigns published by Devolver Digital, and the idea of interaction between human and computer along with interaction between computers, together with Bryan's idea of comprehend butterfly effect into the program, we come up with an idea of designing an interactive non-linear story called Planet War. The program features a fictional world with only two main kingdoms, Triralia and Zoash, separated on two planets. Every decision made by one Kingdom will affect the other one directly or indirectly. User act as the advisor for both Kingdoms, striving to achieve balance between the two planets and within the kingdom itself to avoid war and tragedy.
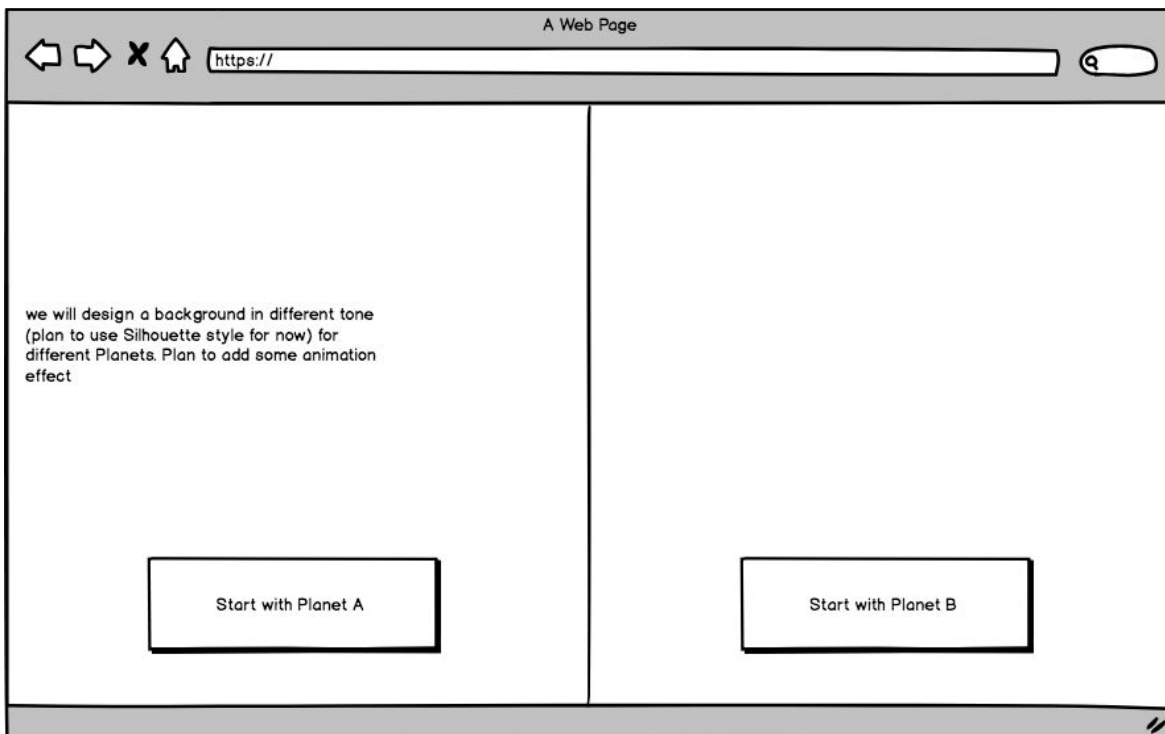
Language/libraries that will be used:
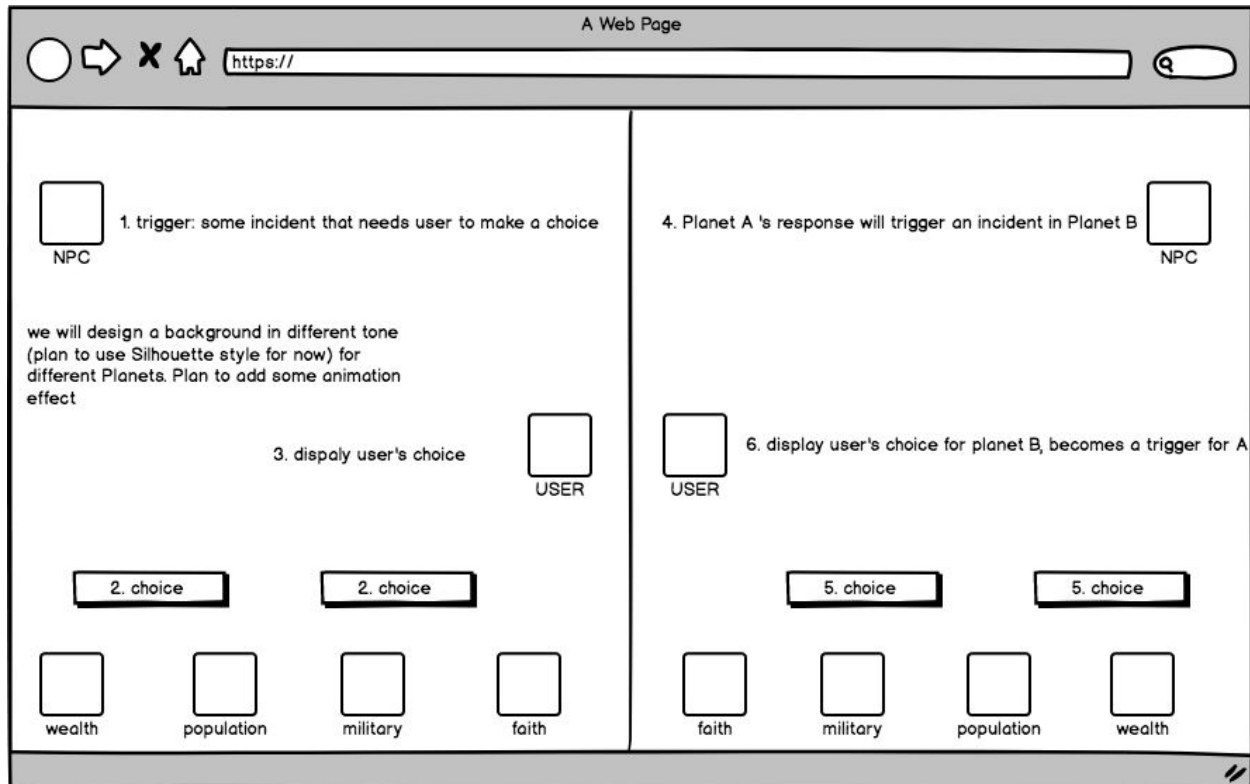
Language: JavaScript, HTML, CSS, Ruby

Proposed Result:

A simple sketch made with Balsamiq

Starting page

A Web Page

https://

we will design a background in different tone (plan to use Silhouette style for now) for different Planets. Plan to add some animation effect

Start with Planet A

Start with Planet B

Main Page

Reference and related work:

Reigns: published by Devolver Digital.

https://itunes.apple.com/us/app/reigns/id1114127463?mt=8

https://store.steampowered.com/app/474750/Reigns/

https://play.google.com/store/apps/details?id=com.devolver.reigns&hl=en_US

Kingdom Name Generator:

https://www.namegenerator.biz/kingdom-name-generator.php

Timeline:

Week 4:
- 16th July --- 18th July: Complete project proposal
- 18th July --- 22nd July: Finish coding the homepage and basic UI for the story/game.

Week 5:
- 18th July --- 25th July: Come up with the whole story plot with details and interactions between two kingdoms (concepts and ideas)

- 25th July --- 29th July: Finish coding the Planet War ver.1 (ver.1 is a fully functional version with minor drawbacks or flaws. E.g. bug, UI, details)

Week 6:
- 29th July --- 2nd August: Finish the final version of Planet War and prepare for submission/presentation/demo.