

Project Proposal

CSC309

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General Idea

We are building a community platform for puzzle game Strata. We will implement a simpler version of the game. Strata is a ribbon layering puzzle game originally developed by Graveck in 2013. Players in this game attempt to match a pattern by inserting ribbons in different colors. A side goal is to minimize the amount of clicks / make less mistakes. The game is simple and welcomes any people trying to pass time or refresh their minds. Our community platform allows players to see and comment each other's works and try them themselves. They are able to create their own patterns and share it on the platform. The platform does require users to create and log into their accounts, but offline use is also supported which provides a list of pre-designed patterns and is the original game.

Users May

1. Select an offline pattern and play
2. Register, log in / out
3. Edit their profiles
4. Visit community page, view shared patterns
5. Search for users / patterns
6. Click on a post for details
7. Click on a user and view his / her detail
8. Try the pattern themselves
9. Design new patterns and share.
10. Delete a posted pattern

And Perhaps (Advanced/ Bonus Features If We Have Time)

11. Like patterns or undo like
12. Add / Edit / Delete comments
13. Add / Edit avatars
14. Play across device (Responsiveness)

Admin May

15. View all users in a list
16. Search for user / patterns
17. Create user
18. Edit user detail
19. Reset a user password
20. Delete comments
21. Delete user works
22. Delete users

Sketch

The sketches are, in order: game screen; level menu; login dialog; community homepage; pattern detail; user detail; game page on PC; admin homepage.

