**Project Proposal:** Club Kenyon

**Description**: Club Kenyon is an MMO style representation of Kenyon College. It will allow any number of users to load into an area on campus, move their avatar around, and speak to one another in the world.

**Architecture:** Club Kenyon will be built to be played within the browser using HTML. Images will be handled with Konva, information storage will be handled with SQL, and communication between the database and users will be handled with node.js and socket.io

Individual players will enter commands which are relayed to the server, the server checks the validity of those commands and then updates the data in the databases, and then the server pushes updated world information out to all the users. The JS in the browser them rebuilds the visuals as appropriate to display the new data.

Basic Goals:

* Characters Should be displayed on the screen
* The area (room) you are in should be displayed on the screen
* Other players should be displayed on the screen
* Characters should be able to be moved
* Each user should see other players moving on their own screens in real time
* Players should be able to send messages which appear on each other player’s screen

Continuation Goals:

* Certain items in rooms should be intractable with (i.e. blackboards, mini-games, etc)
* The starting zone should be connected to other zones, eventually assembling the whole campus
* NPCs should be located around campus, which say preset phrases, and have prebuilt dialogue trees
* Create items that do things and inventories in which to store them

Stretch Goals:

* Have persistent user accounts accessed via the Kenyon Shibboleth Server
* Tie user inventories to accounts, allowing items to be collected and accessed in later sessions
* Instanced Dorm rooms, that can be decorated by their owners, and other players can visit.
* Create a purely cosmetic “premium upgrade” that can be purchased with real money
  + Money will be spent on food