Group G13

War Song

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Project Description:
A chess game using similar rules to Xiangqi, with added tactics, new boards and card features.

Vision:
Our problem statement is to provide entertainment for users. We want our users to login our game, connect with another player, and play the game. Our system will feature a login page, a tutorial, a recruitment page where the player can recruit different cards, the actual game scene, and a connection scene where the user connects to the other player. We'd like the login page, but this will be more difficult to implement as we will need to use JSON to save the users cards and data.

Use Cases:
>   User should create an account/login to their account.
>   - If the user has forgotten their password, there will be a link for that
>
>   The main screen after login will feature buttons leading to the players current collection, recruitment, war page, options, and player info.
>
>   Tutorial
>   - A walkthrough of how to play the game. Step by step instructions.
>
>   Player info
>   - This scene will have challenges, and a tally count for win loss record. As the user completes challenges, they will gain coins in order to buy packs.
>
>   Options
>   - This scene will have a sound toggle, localization, logout, and exit game.
>
>   Collections
>   - This scene will show the players current collection. Sorting tabs for the different pieces, and a search bar for a user to find a specific card.
>   - Create lineup button will allow the player to click/drag and drop which cards he wants to use. This lineup will save on the player's data for use in game.
>
>   Recruitment
>   - Using coins gained from challenges, the player can buy card packs, called contracts. These cards/tactics will be sent to collection after viewing.
>   - Features a pay to play feature for buying coins.
>
>   War
>   - Will have a selection of preloaded and custom lineups for the player to choose.
>   - Once launched, this will lead to the actual playing board.
>   - The player will have the ability to move a piece, and use a tactic. One tactic, one move and one card effect per turn, order will not matter.

- Activating the card effects will have a button. The coin and tactic/ores counts will also be available.
- Timer, round and the users' names, win counts, and ranks will also show up.

Project Schedule:

Week 4	Complete buttons and UI scenes.
Week 5	Recruitment and Collection page completion
Week ~7/8	Complete networking to connect players, and the server to store a users login data.
Week 6	Consequences, tactics will be complete for War Page
Week 7	Tutorial
Week 9/10	If possible, matchmaking

Glossary:
- Player
- Tactics - General spells to call during the game
- Ability - A cards special ability
- Recruitment - Where a player can buy packs of cards
- Cannon, soldier, general, chariot, horse, elephant, advisor - The different types of pieces
- Matchmaking - Setting up a game with another player
- Coins - currency to buy packs
- Ore - Resources to use a tactic.
- Other card keywords/mechanism