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Douglas college csis 4280  Course Group 4 Project

Tug-of-logic game project

**Abstract**:

A Tug-of-Logic game is a subjective game of debate, wherein debaters must pick a side on selected CLAIM: For or Against. Debaters then make STATEMENTS supporting their position or detracting the opposition. Each STATEMENT is argued/discussed upon in a single timed BOUT, which debaters must live-vote on its truth value (TRUE/FALSE). The Judge can end this bout prematurely at any time. Once all statements have finished their BOUTS, a final vote is made on the CLAIM. After this, debaters that have switched sides must now state their reasoning.

**Game: Tug of Logic**

-Multiplayer Game

-Players: 1 Judge (Instructor) & many Debaters (Students)

**Features/Rationale**:

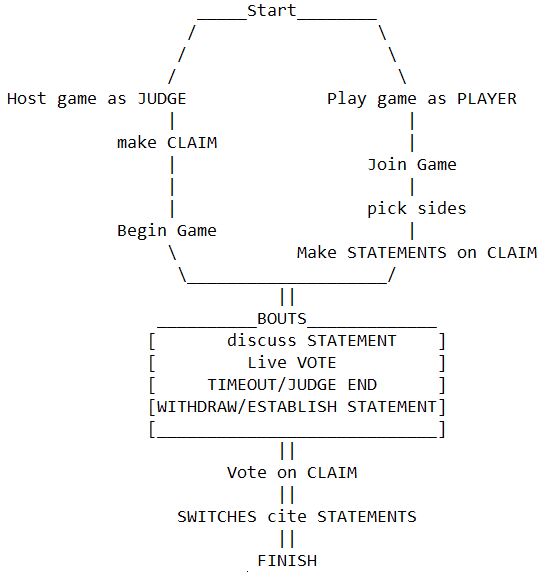
As a Judge:

* HOST a game by making a CLAIM.
* observe BOUTS
  + end them prematurely
  + ask questions during discussions
* reword the statements to fit discussion

As a Debater:

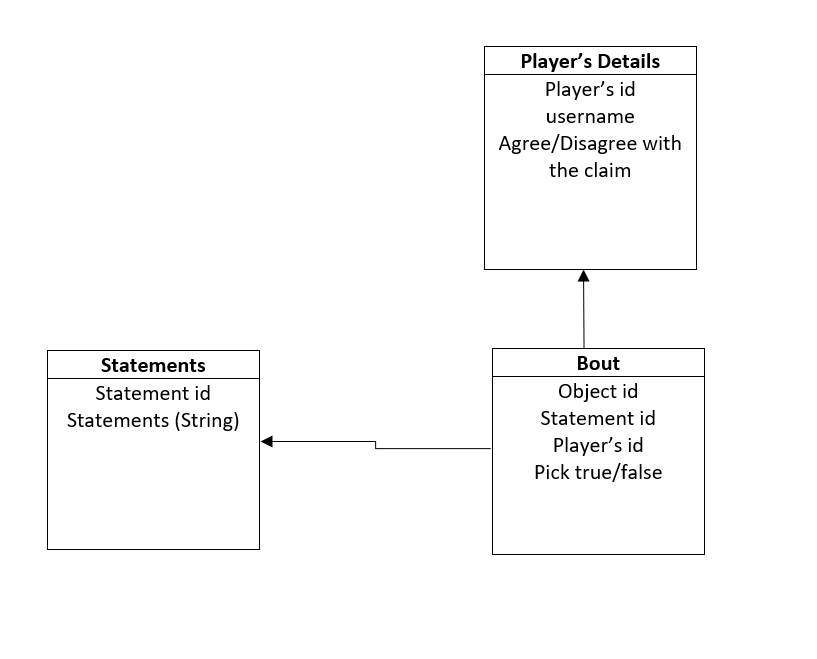
* Pick initial sides on CLAIM (For/Against)
* Create STATEMENTS regarding CLAIM.
* During BOUTS, discuss/debate regarding a CLAIM's truth.
* vote on a STATEMENT's legitimacy
* switch sides between BOUTS
* vote on CLAIM's legitimacy at final round
* cite their reasoning during closing

**Program Flow**:



**Database Structure**:

1. Player’s details table is used to store the information of the players that are joining the game
2. Statements table is used to store all the statements made by players in support or against of the main claim
3. The third table is used to see which player is agreeing or disagreeing with which statements made by the players.



**Flow of Interface**:

* Splash screen is displayed for 2 sec when the app starts. Then user is directed to Main activity.

A screenshot of a computer

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* On main page three buttons are there- Host, Join and Exit. When user clicks on Host button user is taken to login activity. On click of Join button user is taken to Wait activity. When exit button is clicked it asks user whether to exit game or not.

A screen shot of a smart phone

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* Host can login by using username, make an invitation to other players to play game or can make a claim.

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* After login host is taken to Game activity where host can see number of players waiting to join the game. Here host can add, remove player from waitlist, can make claim.

A screen shot of a smart phone

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* **Initial Tally View:** The main claim is displayed to the­­ players and they are given a chance to either support or go against the main claim. While they pick sides a live view of the number of players for / against is displayed alongside. The facilitator on the other hand gets to view all players and the sides they pick. They also get to edit the claim and end game whenever the like.

A picture containing graphical user interface

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Initial Tally – Facilitator View

Initial Tally – Player View

* **Reason-in-Play:**  Next players are required to put forward a statement / RiP defending their choice towards the main claim. The facilitator view all statements and decide which is viewed in the next Bout session. They can also end the game at any point.

**Graphical user interface, text, application, chat or text message

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**Graphical user interface, application

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All RiPs – Facilitator View

Reason-in-Play – Player View

* **Bout View:** Here is a timed session where each player’s Reason-in-Play (RiP) is either agreed or disagreed with. A live voting view showing the number of players agreeing / disagreeing with RiP is displayed. We are looking to include a chat room where players can drop comments on the current RiP. Player can decide to change choice of main claim (i.e. for / against). The “Edit RiP” button would only appear for players. Facilitator monitors the activities of the players; they set the timer for each bout session and can begin or end each bout at any point in time.

**Bout – Facilitator View**

Graphical user interface, application

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**Bout – Player View**

* **Final Tally:** After running through all the Reason-in-Play put forward by each the player get a final opportunity to switch or stick to a choice. If a player decides to switch choice the any to include a reason for switch.

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Graphical user interface, text, application, chat or text message

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Reason for switch – Player View

Final Tally – Player View