

Social Showdown

Strategy based combat using social networks



Idea 1: Follower Struggle

1. What social platform is best used for the game?

Option Reasoning: The main thing is targeting a social platform that will be used as a basis for the development of our strategy platform. It will be the main element from which we will draw our information. So where lies the issue? We want a populated platform, known by the public, which provides a limited amount of information, which can be used in a small time strategy game.

i	Facebook	Twitter	LinkedIn	Google+
<u>Ease of use</u>	+1	+1	-1	0
<u>Features that can be targeted</u>	+1	+1	0	+1
<u>Simplicity of features</u>	0	+1	0	0
<u>TOTAL</u>	2	3	-1	1

2. What will be the main features of gameplay?

- Social involvement of people, into a game, mainly as a quick distraction?
- Small community for fun – and battles on a own-driven game?

i	Own-Driven Game	Social Based
<u>Player base</u>	-1	+1
<u>Involvement</u>	+1	+1
<u>TOTAL</u>	0	2



3. What design should the game take?

- Follower based attacks and turn based attacks?
- Should it be a real-time strategy?
- Choosing a number of followers, including people from own friends list making them fight against others.
- A number of keywords is selected from all the existing tweets. Those keywords cause extra damage.

i	Real-Time Strategy	Follower & Turn	Keywords & Damage Increment	Friends Involvement
<u>Involvement</u>	+1	+1	+1	+1
<u>Time Consuming</u>	-1	0	0	-1
<u>Fun Value</u>	0	+1	+1	+1
<u>TOTAL</u>	0	2	2	1

Idea 2: Combat based on tweets

4. How would combat based on tweets work?

- Fight each tweet length one against each other – from the main tweeter account?
- Make a sum of each follower's total tweets and use those in a battle?
- Using certain keywords – choose a keyword and the number of times that keyword is found in the tweets along with followers replies becomes your attack for that turn?
- Creating a mechanic that requires placing of units in certain positions?

	Tweet Length	Sum of Tweet	Keyword Attack	Pieces Mechanic
Thinking Required	-1	0	0	+1
Strategic Value	-1	+1	+1	+1
Gameplay Variation	0	+1	0	+1
Ease of Gameplay	+1	+1	0	0
TOTAL	-1	3	1	3



5. Gameplay duration – how long should it be. How involved?

- The player will have timers and be bound by the rules to act as quick as possible, ending the game relatively shortly
- Matches should last longer and be more complex.
- Matches are friendly and can be ended anytime, the winner being declared by point/HP amount.

	Timer Binding	Long Matches	Score/HP Based
Fun Value	-1	-1	+1
Strategic Value	-1	0	+1
Ease of Gameplay	+1	+1	+1
TOTAL	-1	0	3

6. What stats should be used?

- Complex patters allowing future development?
 - Followers – ATK / Tweets No. – AMMO/UNITS / Letters – POWER / Reply – DEFENSE etc.
- Using as few stats as possible – and using a combat method based on a players input?
 - Letter used in the last 50 tweets most often?
 - Attack based on keywords
- Using 2 or 3 stats such followers to decide health, tweets to decide attack and then designing the game to fit the theme of a strategy board game.

	Complex Calculations	Player Input	Strategy Board Game
Time Consuming	-1	+1	0
Strategic Value	+1	-1	+1
Player Attraction	-1	-1	+1
Ease of Gameplay	+1	+1	+1
TOTAL	0	0	3



Idea 3: Facebook Word Searcher

7. How will this game interact with other people?

- Friends from your list should be involved
- People your friends follow are more stronger, so you can have a common talking
- Game should be a strategic planner and require talking to other people to play, waiting for replies.
- Game stats should be kept simple so that time investment is minimum, meant only as a recreation.

	Friends List	Common Userbase	Reply Based	Simple Mechanics
Game Planning	-1	0	-1	+1
Social Value	-1	+1	+1	0
Gameplay Variation	0	-1	+1	+1
Fun Value	+1	+1	-1	+1
TOTAL	-1	+1	0	+3

8. What will be the main attack methodology?

- Quick thinking ammo based game, where the size of post is important?
- Word search in a single post and creating a damage grid based on that?
- Using friends and followers in a post for combat, then balancing out damage based on number likes.

	Ammo Based	Word Search	Friends & Likes
Time Consuming	+1	+1	0
Strategic Value	-1	+1	-1
Player Attraction	+1	+1	+1
Ease of Gameplay	+1	0	+1
TOTAL	2	3	1



9. Should the game allow multiple accounts to be targeted?

- People have a lot more celebrities they follow, so they should swap them
- To simplify and make it take less keep only one account
- Have multiple accounts at the same time.

	Celebrity	Multiple Accounts	One Account
Time Consuming	-1	-1	0
Strategic Value	+1	+1	-1
Player Attraction	+1	-1	+1
TOTAL	1	-1	0