Royal Conflict

Team: rEach 4 help

Alayna   John   Kyle   Allison   Charles

richerson   **W**eaver   **a**nderson   **c**lay

Royal Conflict - Overview

<u>GAME DESCRIPTION:</u>

- A virtual card game pitting a player against their computer in an all or nothing contest called **Royal Conflict** (also known as "WAR")

<u>THE GOAL:</u>

- To WIN: Be the first player to simultaneously possess all 52 cards

Royal Conflict – The Pitch

Motivation or "Why The App Was Made":

- Looking for a break from stress?
- How about some way to mindlessly pass the time?
- Want to take your mind off troubling thoughts

The Simple Pleasures of Royal Conflict:

- Keeps the Player busy
- Gives the Player alone time
- A distraction from reality
- Helps to improve mental skills and memory
- Motivates and challenges the Player
- Entertaining
- Simply put - they make the Player happy 😊
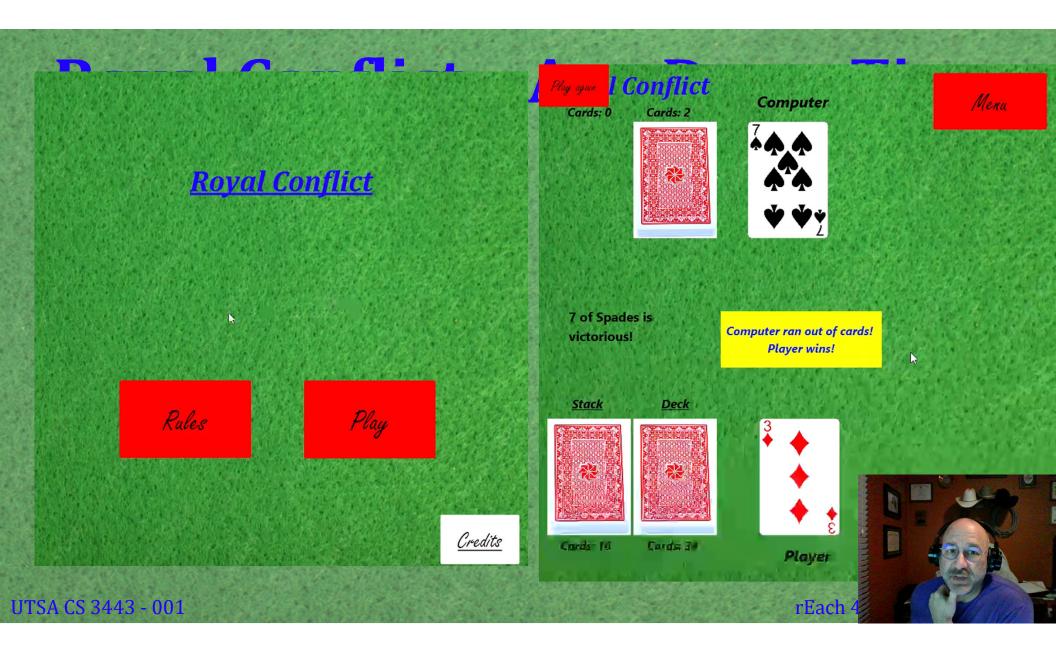
Royal Conflict - Game Overview

Basic Play:

- Each player receives 26 cards – Face Down
- Players turn over the top card of their Deck - Highest Value Wins Both Cards
- A **Royal Conflict** (aka: "WAR") is declared when the two cards are the same value

Playing out the Royal Conflict:

- Both players place their top three cards face down in front of them
- Their fourth card is turned over for either a win or another Royal Conflict
- There is no limit to the number of Conflicts that can occur

Ending The Game:

- A player possess all 52 cards simultaneously **_OR_**
- Immediate loss occurs if a player is without sufficient cards for a Ro

Royal Conflict

Rules   Play

Credits

Play again

Computer

Cards: 0   Cards: 2

7 of Spades is
victorious!

Computer ran out of cards!
Player wins!

Menu

Stack   **Deck**

Cards: 16   Cards: 30

Player

Future Possibilites:

Pick your game from a dropdown list:

- War (single deck)
- War (multiple deck)
- Steal War
- Razboi
- Tod und Leben (Life and Death)
- Syrian War
- Casino War
- Slapjack
- Snap

Future Possibilites:

Increased Personalization:

- Storing Player Names
- Capability to pause / save midgame
- Track High Scores
- Level of Difficulty Selection
- Multiplayer Capability

Future Possibilites:

Fully Customizable Decks:

Post TBI Physical Therapy Adjunct:

Some Typical Physical TBI symptoms:
- Decreased Cognitive Functions & Confusion
- Headache
- Lightheadedness / Dizziness
- Ringing in the ears
- Hand or body tremors
- Balance issues
- Fatigue or lethargy
- Change in sleep patterns
- Behavioral or mood changes

Cognitive deficits of memory / verbal learning:
- Executive functions:
  - Inhibitory control
  - Cognitive flexibility and planning
- Thinking Related:
  - Processing speed
  - Concentration
- Attention Related:
  - Sustained Hyper Attention
  - Divided attention
  - Selective attention
- Memory Related:
  - Verbal memory
  - Visual memory

rEach 4 help – Royal Conflict

Possible Benefits:

Some Typical Physical TBI symptoms:
- Requires thought & strategy, but not so challenging to become frustrating.
- Allow users to perform complex perception & eye-hand coordination tasks.
- Improved neuromuscular control
  - Isolating body segments
  - Focusing on quality of movement
  - Moving joints within normal range by balancing muscle contraction and relaxation

Cognitive deficits of memory / verbal learning:
- Increase concentration
- Improved memory & mental clarity
- Improved memory & visuospatial tests scores
- Targeting focused attention
- Better assimilation of information
- Mental flexibility
- Mental and physical dexterity and focus
- Task completion – Sense of Success
- Purposeful Distraction (from "bad" thoughts)
- Practicing the ability to ignore distractions

mes make mistakes.