

Chess Royale: Polished Game

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So far, we have developed a single player game of chess royale with three AI opponents. Red death tiles spawn to shrink the board and green upgrade tiles give players the chance to attain better pieces so they can be the last one standing. Currently, the game does not have an end screen, the options menu is empty, and several bugs are currently in the game. This scenario will be focused on addressing these issues. Originally, we were intending this game to have online multiplayer; however, we have come to the conclusion that doing so would be too much work for the time we have, so we are focusing on a purely single player game with decent AI opponents.

Scenario “Final changes and bug fixes”

As the game stands, we have a functional game, but once all other players have been eliminated from the game, there is no way of showing who has won that match. So we need to create an end game scene that will give the players some options as well as feedback on the game. The options will allow the player to either replay the game, which will bring them back to the main menu and reselect the difficulty and change the board state again. The other option is to allow the player to quit the game, simply quitting the application. In addition to these two options, it can display some of the game statistics, including the amount of pieces you captured, how many times you downgraded a piece, and the total amount of moves made.

One of the changes that we should add is updating where the player can move. Currently it displays all valid moves as yellow squares over the game tiles. This can be updated to make the game graphically more appealing by changing the dynamic of the color so it is less harsh. As well as making the squares into circles. This would allow the player to be able to differentiate it easier from a game tile and a valid move instead of both of them being squares on the board.

Currently, as the game stands, the board shrinks after all the players make their moves twice, so after two complete rotations the board shrinks. The board shrinking closes in the playable space by changing the outer tiles to become red tiles. The red tiles all overlap into just a red border, and it is difficult to find where the tiles start and end. So there can be some potential fixes to make the game more graphically appealing. We can add borders to the tiles so that way, when the board begins to shrink, we are able to differentiate the start and end of the tiles. Another potential way to address this issue is to create a transparency around the red tiles, so that way we can still see when the tiles end even though the colors change.

In order to increase the usability of our product as well as appeal to all potential types of customers, board and player themes and color schemes are also at the forefront of our efforts to provide an accessible game. Specialized color schemes suited to aid in distinguishing colors will

aid colorblind individuals who may have troubles seeing the base red and green colored tiles, and giving the user the choice to customize their piece, tile colors, and other such items can drastically improve the overall impression the game provides. This functionality is to be located in the options screen before play has begun.

Currently the places where a player can move are working correctly but some of the places where the player can move are being displayed under certain tiles. Fixing this will help the user decide where to move their piece to. It will also prevent the user from making a mistake in not realizing they could move to that certain spot. This will also improve the graphical interface since it will give the game a more refined look since currently it looks like there are patches of move tiles missing.

The current game has a couple bugs that need to be addressed in order to maintain a stable gameplay. One major one is pieces sometimes moving off the board this is game breaking since a player should not be allowed. Another bug is AI sometimes moves twice within their turn this happens randomly. Fixing this will give the user a better gameplay experience since it will make all players fair. A minor bug is having the ability to move to the same space that can be used to a player's advantage so should be prevented. A final game breaking bug is setting default drop down menu values so the game knows what to load.

In addition to theming and other visual overhauls, we also hope to help add even more flair to our game. Improving graphics across the board for the background, the title, other GUI elements, including the option for a user to toggle music (to be added) on or off can add a tint of professionalism to the project.

If it can be managed, we also plan on implementing a large part of what makes the Battle Royale genre so popular and unique: a large player count. Being able to both increase the number of pieces on the board to better create a more hectic, free for all gameplay style and introducing the potential ability for multiple local players to share in a game would help keep this game popular and maximize entertainment value!