



Project Chat Wars

A chat based MMORPG

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Overview

Chat Wars is an existing bot on Telegram which is currently the most played online chat based game with over 5000 players. We are trying to bring an equivalent web-app to an HTTP platform.

Goals

1. To enable players to actually battle each other in some sense to make it an MMO game.
2. To enable people to actually build on their characters over time through quests/adventures which would of course require some basic login information.


Specifications

Each player has the following associated with his character.

1. Username : A unique primary key to distinguish each player.
2. Castle Name : Each player will have to first join one of the 7 castles in the game during registration. The castles are namely . These are just to segregate the players so that they have preconstructed teams to fight against.
3. Level : It will be a relative measure of each player's experience in the game. It is dependent on the Experience points which can be gained through quests.
4. Attack and Defense Points : These can be acquired through quests or by buying equipments from the castle shop in exchange for gold. Also a player is awarded with either an attack point or a defense point on each level jump.
5. Experience Points : These are earned by defeating enemies in the 24 hourly battle. They are also earned by finishing quests.
6. Gold : These are earned by defeating enemies in the 24 hourly battle. They are also earned by finishing quests. Gold can be used to buy equipment in the castle shop which increase attack and defense points.

The 24 Hourly Battle

It is similar to a small evaluation report for each player how their castles are performing. Also each player can decide what role he wants to take for each war : attack or defend (defend being default). Also if he chooses to attack, he must choose which castle he wants to attack. So if the total attack points against any castle is less than the total defense points



for that castle, the castle drops and every defendant in the castle loses all their gold which is equally distributed among the attackers and vice-versa in the opposite situation. So each castle must wisely strategize to minimize losses but must take risks to gain something.

Milestones

- I. Database Representation Model
- II. A Presentable Front End
- III. Demo Ready for First Evaluation