

Pyromance

CSC 690 Section 01

San Francisco State University

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Github Link: <https://github.com/WithEspresso/WoW-Tinder>

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Version History

Version	Date	Comments
1.0	11/14/18	Initial documentation, Milestone 1 requirements.
1.1	11/27/18	Updated document with agreed upon application name, changed priorities of features.

Executive Summary

When you hear the words “major multiplayer online role playing game”, your mind most likely visualizes a group of nerds killing boars in the lush deciduous forests in World of Warcraft before anything else. Blizzard Studio’s World of Warcraft has held its title of being the pop culture icon to represent the MMO genre since 2004 and has even had its own dedicated episode in South Park. It is a game that is older than the target audience of Fortnite with a cult like following of dedicated raiders, mount collectors, cosplayers, and role players that would love nothing more than to spend an evening exploring Azeroth.

In the day and age where most players can solo content and get automatically matched with other party members for dungeons and raids, finding people for that true “internet friend” experience can feel fruitless. For example, running Icecrown Citadel solo for the 200th time to have a chance at looting the Lich King’s beloved undead horse mount drop can get lonely as week by week passes on and you start to wonder if the mount even exists in the first place as you “/cry” by yourself atop Northrend. Furthermore, role playing with random so-called-female night elves in Goldshire can feel unfulfilling as you trade away your spare gold to yet another random stranger who you will never talk to again after the role play is done. A player’s guild can provide good banter and discussion about min-maxing stats, but is not always guaranteed to give the companionship a lonely guy or gal might desire.

Our app provides a solution to those seeking a significant other or new friend on their server’s dwindling population. We want to give players the same level of player interaction that used to be present in MMOs before matchmaking and cross-realm sharding. Pyromance allows players to meet and socialize with other players. Players will be shown a quick profile showing the transmog of the other player and they can decide whether or not they want to keep searching for online companionship elsewhere by swiping left or to try talking to them by swiping right. If both players swipe right on each other, they will be allowed to message each other through the application to arrange a time to meet up a slay a few old gods with. With this app, we as developers can bring the social interactivity that was in online games in the late 2000’s back to players and maybe help some of the lonely white knights stuck in Goldshire experience true love.

Use Cases

1. Displaying an Avatar as a Profile Picture

Bob has been playing World of Warcraft since the Burning Crusade expansion. He has been in many guilds that have come and gone over the years as the game has evolved and changed. Although he is currently in a guild, the relationship between him and his guild mates seems entirely utilitarian. They only seem concerned with maxing out their damage per second and never even bother to give Bob the time of day whenever he says, “Hey, how is your day going?” in the guild chat. Wanting new friends to talk with in game, Bob downloads Pyromance and creates a profile with his Warrior. His warrior’s avatar is now shown to others using Pyromance when Bob’s profile is shown in their queue.

2. Editing a Pyromance Profile Description

Sarah wants to try this application she has heard about so much from her guild. She equips her best transmog set to make her character look cute, but mature, and adds a description to her profile to show that she is interested in making friends and raiding hardcore. She awaits a response from someone that will look past her character’s Gnomish heritage and accept her into their party.

3. Showing Interest in Other Players by Swiping Right

Sarah is going through the app to try her luck after editing her description. She finds a few players that are really into hard core raiding and swipes right on all of them, regardless of their in-game race or how their transmog looks. Eventually, Sarah and another player have both swiped right for each other and are now matched and able to message.

4. Rejecting other players by swiping Left

John has decided to try his luck with Pyromance. He creates a profile with his Horde Orc Warrior and starts screening potential matches. Much to his dismay, he is shown hundreds of Blood Elves in skimpy cloth and leather armor and not a single Orc mate for his character. He swipes left to reject all of them.

5. Messaging Players that have been Matched with the User

Bob's search on Pyromance is a success. After a day, he matches with a paladin on his realm named "Arthazzs". Bob sends a friendly "Hello" to "Arthazz" and they hit it off right away. After exchanging messages back and forth about what they like to do in game, Bob and "Arthazzs" decide to meet at the Molten Core together and realize that they enjoy a lot of the same memes. A beautiful friendship has been formed between the two. Bob is now happy he has a new internet friend.

6. Unmatching with someone using Pyromance

Jeff, a player that has been on and off since the Wrath of the Lich King expansion, has been playing World of Warcraft nonstop since his girlfriend, Stacey, broke up with him. Stacey never played WoW and actually hated the fact that Jeff would ignore her to play a children's game. After Stacey left for Chad, Jeff found comfort in interacting with people online after she left a void in his life. Although with cross-realm sharding, Jeff was never able to interact with the same people. New almost friends came and went and Jeff was still alone and single. Jeff downloads the application and puts that he is interested in females in his description. Finally, Jeff has a match with a night elf priest named "Jaina". They exchange information and go on Discord to say hello to each other. Much to Jeff's dismay, "Jaina" is a man. Jeff unmatched with the man on the Pyromance app and continues his search for love. Deep down, he knows that no one will ever replace Stacy, however.

Functional Requirements

1. Users shall have their character displayed as their profile photo
2. Users shall be able to edit their profile description
3. Users shall be able to swipe left to reject suggested players
4. Users shall be able to swipe right to show interest in suggested players
5. Users shall be able to message players that they have matched with
6. Users shall be able to cease communicating with a matched player by unmatching.

Non-Functional Requirements

1. The application shall run on iOS 9 or greater.
2. The application shall run on phone hardware that is iPhone 6 or greater.
3. The application shall require a network connection to use.
4. The application shall run at 30 frames per second.
5. The application shall be able to connect to a database.
6. The application shall utilize Blizzard's API to retrieve in game avatars.
7. The application shall utilize Firebase to manage user login features.

Features with Priorities Levels

Priority 1 features are features that must be completed in order for the app to have the minimum level of functionality and hence are “must have”. Priority 2 features are mainly quality of life features shall be implemented if time permits after the priority 1 features are finished. Priority 3 features are purely aesthetic and will only be completed after everything else has been finished and properly unit tested.

Must Have Features (Priority 1):

1. Users shall have their character displayed as their profile photo
2. Users shall be able to log in.
3. Users shall be able to swipe left to reject suggested players
4. Users shall be able to swipe right to show interest in suggested players
5. Users shall be able to register for Pyromance

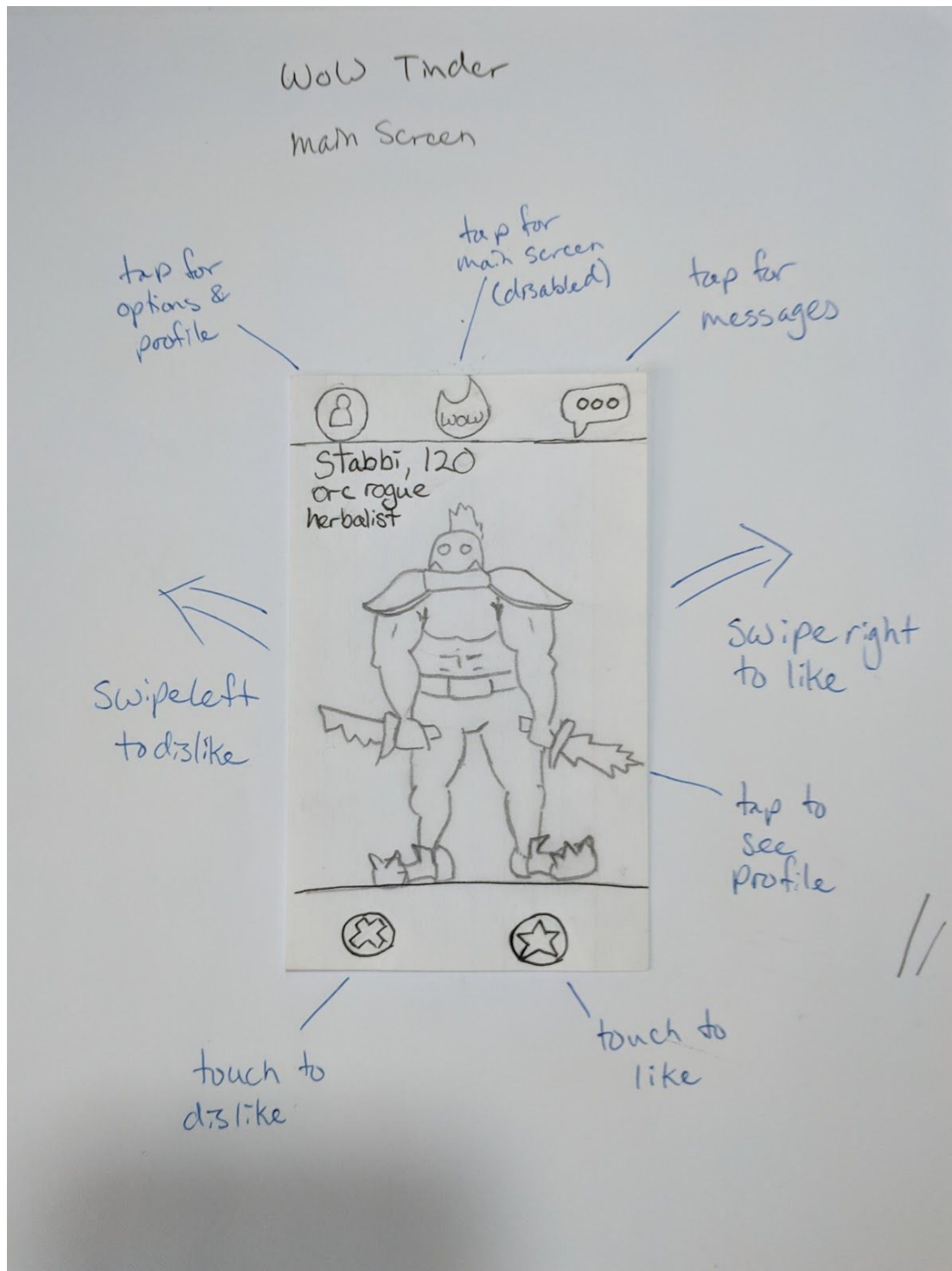
Nice to have Features (Priority 2):

1. Users shall be able to message players that they have matched with
2. Users shall be able to block communications with a matched player.

Extra Features (Priority 3):

1. Users shall be able to edit their profile description
2. Users shall be able to send photos in chat to matched users

Wire Frames



wow tinder
match
(popup)

ITS A MATCH

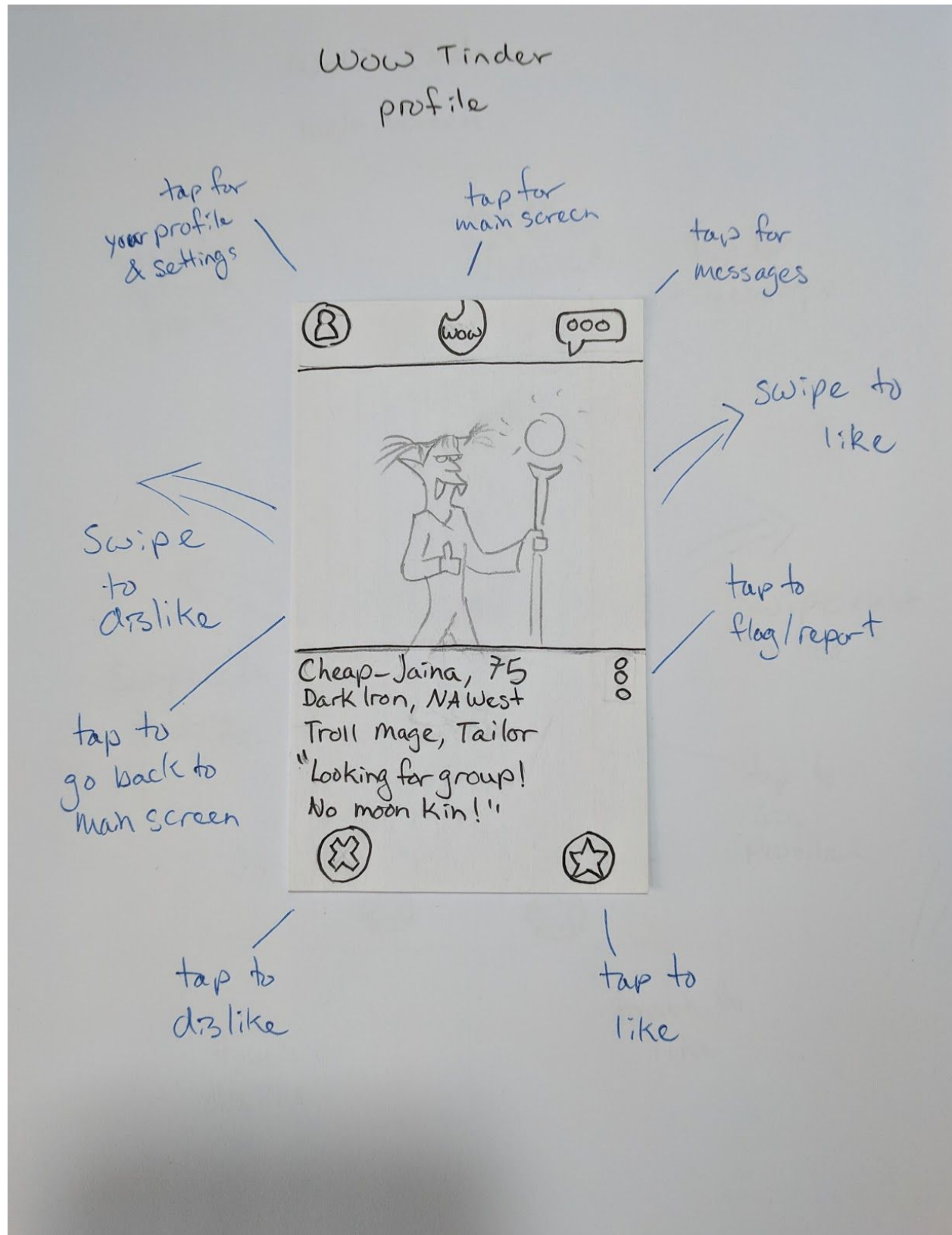


Send a message

continue

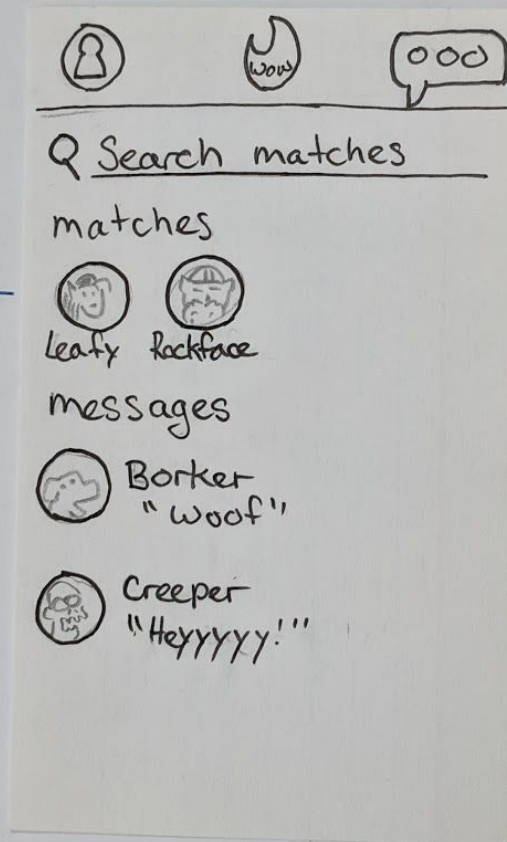
go to
new
conversation

go to main
screen

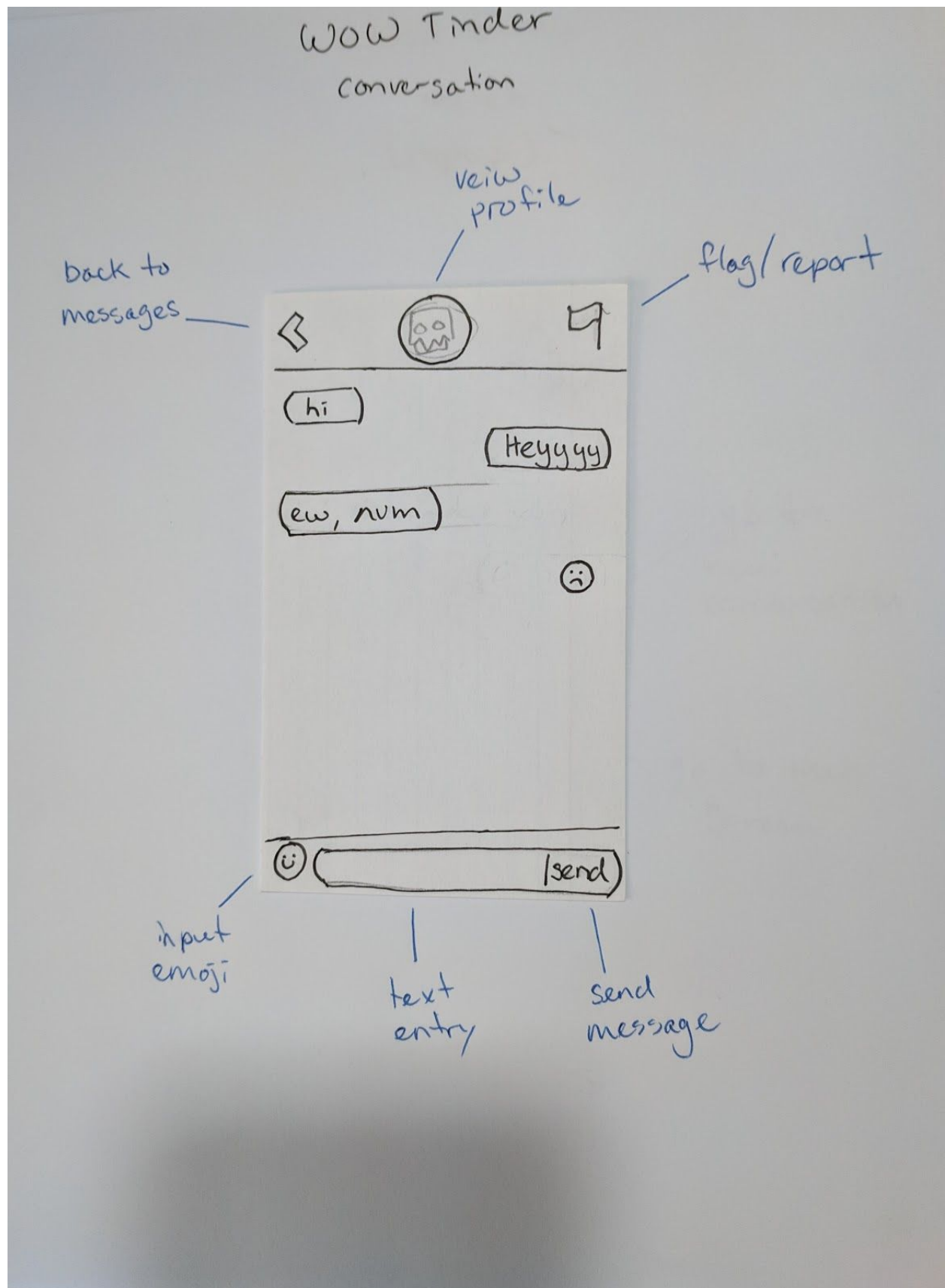


wow tinder messages

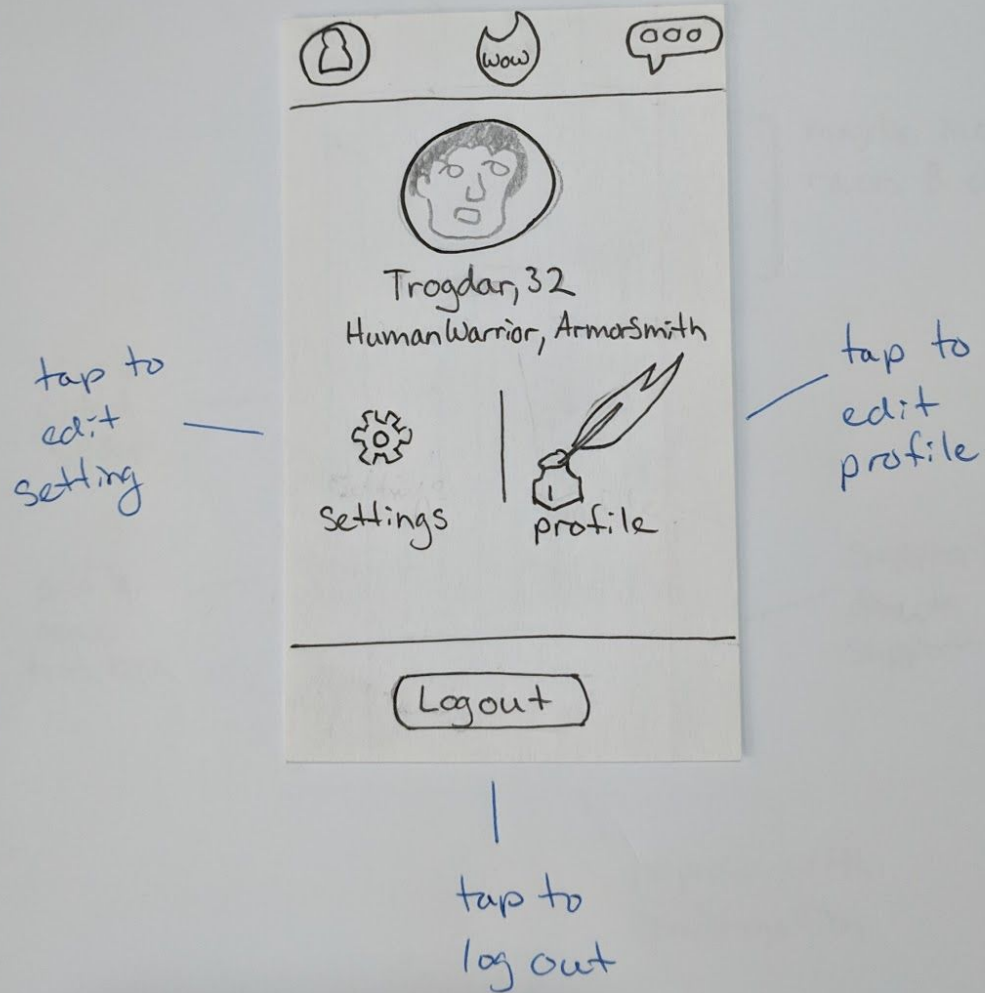
tap bubble
to see
conversation



String
Search
names of
matches



Wow Tinder
options



Wow + mder
edit profile

back
to
options

⏪ Edit Profile

About Trogdar

Show

Class	<input type="checkbox"/>
race	<input type="checkbox"/>
Job	<input type="checkbox"/>
level	<input type="checkbox"/>

reload profile

text box
entry

may be include
region, server

reupload
info from
blizzard API

include
"view as profile"
button

Wow Tinder Settings

back to
options

Settings

Show me
Hord ☐
Alliance ☐

Level Range 10-100

Show my profile public ☐

Profile name

Support

Delete Account

maybe include
races & classes

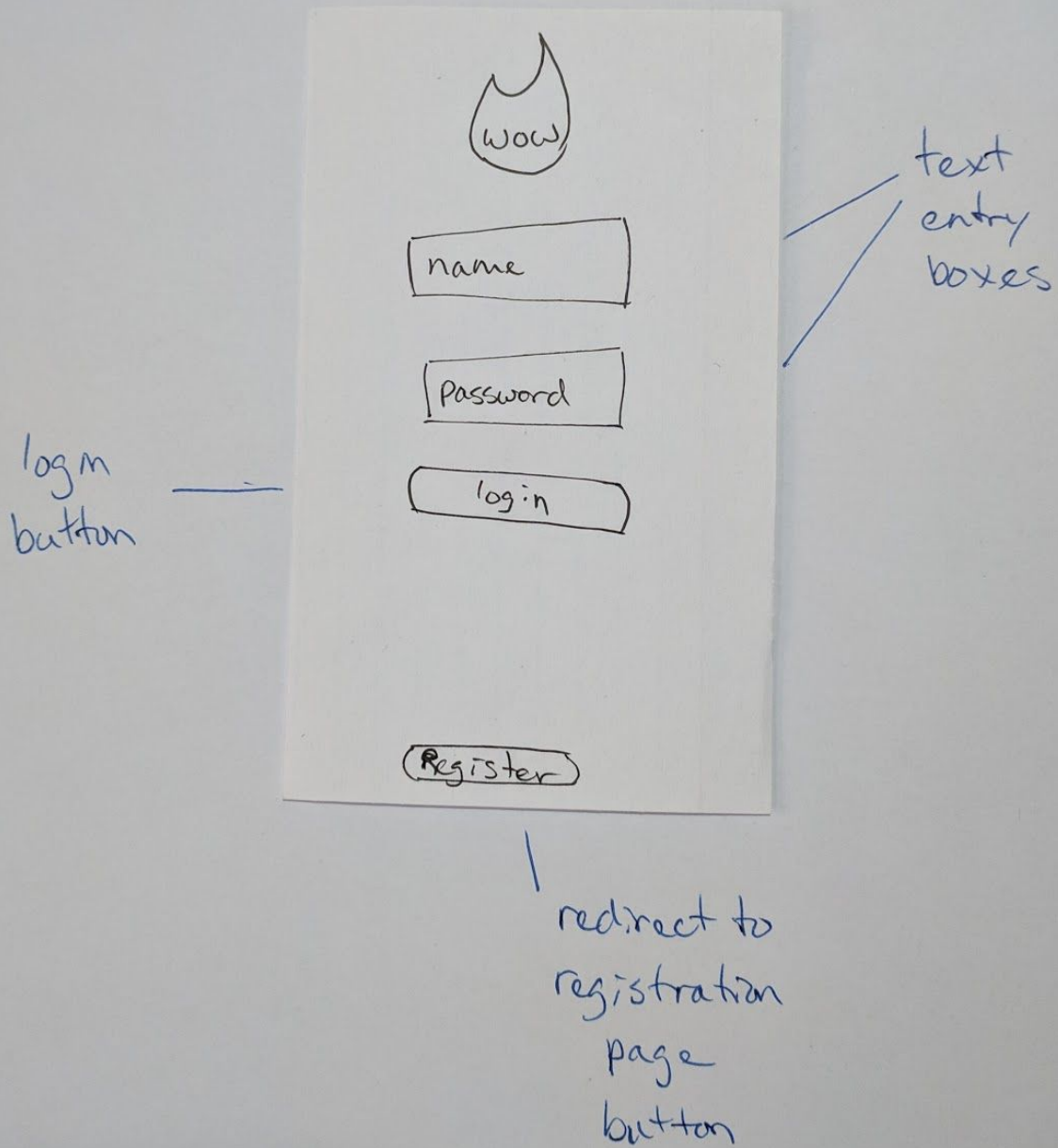
two
sided
slider

profile
name
text box

support btn
directs to
support webpage

popup with
confirmation

Wow Tinder login



Wow Tinder Registration

back to
login
page



name

email

password

confirm pw

Register

text box
entry

register
button

~~register~~
directs to
edit profile
if successful

Milestones

Milestone	Details	Person Responsible	Due Date
Initial Documentation	Decide on project specifications, use cases, wireframes.	All	11/15/18
Prototype	Complete a working UI without functionality.	???	11/29/18
Login functionality	Complete the backend server login functionality	???	12/06/18
Profile Creation functionality	Complete the ability to link a character through Blizzard's API and edit description on userprofile	???	12/06/18
Swipe right functionality	Complete the ability to swipe right and see if the other person has also swiped right	???	12/06/18
Messaging functionality	Complete the messaging functionality	???	12/06/18
Finish documentation	Update this document to show more specific details about the architecture of this application	All	12/13/18

Glossary

Term	Definition
Alliance	One of two factions inside of the World of Warcraft. This faction is portrayed in story as the vanilla, human, “Good guy” faction.
Blizzard	A video game company that created World of Warcraft.
Dungeon	A stage in which five players must work together to defeat bosses. Dungeons usually take about a half hour to complete.
Gold	The in game currency for World of Warcraft
Goldshire	An Alliance town inside of World of Warcraft outside of Stormwind City. This town is notorious as a spot for people to role play.
Horde	One of two factions inside of the World of Warcraft. This faction is portrayed in story as the morally grey, “bad guy” faction.
Orc	A race that is available to players on the Horde faction that is native to Draenor, a location within the World of Warcraft.
Paladin	A class that players may choose for their character. A paladin is a melee ranged knight that uses holy magic.
Raid	A long format dungeon designed from 10-40 people to work together to finish. It usually takes several hours to complete and is filled with challenging bosses and rewards.
Role Play	The act of pretending to be “in character” in game to increase immersion.
Warrior	A class that players may choose for their character. A warrior is a melee ranged class that uses swords.
World of Warcraft	A major multiplayer online role playing game based off of the Warcraft RTS series. It was released by Blizzard Studios in 2004.
WoW	An abbreviation for World of Warcraft