**Knoxley’s 20231231 JEDGE/JBOX Dream List**

**What I would love to see in the next JEDGE update:**

-**Return of player-based score keeping** in web host. It has been broken for a while now.

-**Simpler yet far more customizable interface for setting up game types**. It would get rid of the long list if each mode and their individual numeric variable. This new system would be based on an added variable number dropdown.

-**Game mode dropdown** -Time, CTF, KOH, 1st Team to X, 1st Player to X, Target, etc.

-**Number variable dropdown** -with the number variable for the above game modes

1, 5, 10, 15, 20, 30, 50, 100, etc.

-Each mode selected would then have the option of a numeric variable. For example, **Mode:** KOH **Variable:** 30 = King of the Hill with a 30 second countdown timer.

**Mode:** CTF **Variable:** 5 = Capture the Flag 5 times to win

**Mode:** First Team to X **Variable:** 100 = First Team to 100 points wins

-This would simplify the game mode selection because there would no longer be a long list of each mode and it’s corresponding listing for each variable. It would also unlock the ability to host games with a huge range. Super short games all the way up to weeks long games.

-**JEDGE host looks around for local JBOX’s** and connects to them to control KOH, CTF, target modes etc. All number variables are controlled by the JEDGE host. More on this in the JBOX section. Right now they are not working together consistently or reliably.

-When a game starts, the JEDGE host connects to all JBOXs.

-For a game like KOH, the HOST tells the JBOX that it is a 30 second KOH match and to count accordingly.

-The JBOX will keep a tally of the time, manages switching back and forth between teams when the timer runs, it spits out a command to the Host to end the game.

-The JBOX resets itself for another KOH round

-**Arcade mode working**

**What I would love to see in the next LED Ring of Awesome JBOX:**

-**Single box for all JBOX functionality**. -Medic, respawn, weapons upgrades, CTF, KOH, target mode. So many manufacturers have individually purchased boxes for different functionality. This is absurd as all the functionalities can be controlled from the same box. JBOX is mostly there.

-**Keep this interface super clean** and simple. No numeric variables here. Just the game modes you want the JBOX to be running. The JEDGE host will control the variables of the game modes. Also hide any debug or non-critical modes. There are a lot on there now that either don’t work, are confusing because it is unclear what they do or are for functionality that isn’t available.

-**JBOX** **Connects seamlessly** with the JEDGE host controller so that it can send score, for the JEDGE host to know when to end games. Right now the JBOX seems to live in a world of its own and never ends the game. I have yet to run a successful game in which the JBOX controls the end of the game. KOH and CTF should both end the game if won but I have never seen that happen with enough consistency to rely on it for running games. Both of these modes require the JBOX to communicate with the JEDGE host and it just isn’t working.

-**KOH Update**. You and I don’t see eye to eye on this, but this is how I ran a manual version of the game the other day and it was a smashing success. The players would capture the hill and I would start a countdown timer. If the timer reached zero, the team holding the hill would win. If they lost the hill. The timer would clear and the other team’s timer would start. The timer always started back at the original time. So if it was a 30 sec timer, every time a team would take the hill the timer would start back at 30 and they had to defend it for 30 seconds. For the JBOX implementation, the lights would play the role of the timer. When a team shot the target it would change to that team’s color and start filling up the ring. Once full, that team wins. If you want to make sure that the team is physically holding the hill, stop the timer every few seconds and the players have to shoot it to keep it going. This ensures the timer stops if the players leave the hill. It is a super clear, easily readable indicator of the state of the game.

-**CTF** -I see how it is supposed to work but since the JBOX and the JEDGE host are in different worlds, I don’t see this working consistently. Just needs to be fixed and hammered on for bugs. It is there but has never worked right.

-**Target mode** -would be awesome addition for playing as a shooting gallery or zombie mode.

**-PCB Physical characteristics** -Larger margin around electronics on the PCB board so that it can be mounted easier in enclosures. Right now the electronics come all the way to the edges of the board and there is no edge to mount to the enclosure.

**-Low priority Dream functionality**

-Proximity effectors

-mine, shield, pain, poison,

-SwapTX like functionality/mode swapping. Use a clip-on chip or lid to quickly swap between JBOX functionalities. This would keep you from having to use the web portal to change the mode. This would speed up game changeover time and reduce the number of web portals required to just the JEDGE hosting portal. Each lid would have color/graphic representation of the mode. Easily identified by players and game operators in the heat of the battle.