**Maces and Talons**

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| Report Name | Outline Project Specification |
| Author (User Id) | Callum Gwynedd Hay Hutchinson (cgh2) |
| Supervisor | Bernie Tiddeman (bpt) |
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# Project description

The project has the purpose of producing an interactive video game, on mobile and/or other platforms, that allow users to play the Medieval Scandinavian board game ‘Hnefatafl’ [1]. The game functions by having two opposing players controlling two different sets of pieces, one set is the king and knights and the other controls the barbarians. Unlike a comparable game Chess, the two sets of pieces are not equal and both sides have different goals to achieve victory.

# Proposed tasks

Using the Unity 3D game engine [2], develop

# Project deliverables

Android and PC Client application – These applications should allow the user to either play a two-player game on that device ‘hot seat’ mode where the device is passed between two players. Or allow the user to search for remote/multiplayer games by connecting to the server.

C# or Java based server application – This server will be designed to run on either Windows or any JRE capable machine. It will accept connections from the game client and allow a series of multiplayer features, such as player matchmaking and online gameplay.

# Initial annotated bibliography

1. Various. Game Cabinet. [http://www.gamecabinet.com/history/Hnef.html . Accessed February 2018](http://www.gamecabinet.com/history/Hnef.html%20.%20Accessed%20February%202018).

*This website outlines the rules of many varieties of medieval board game, including the one that is relevant to the project.*

1. Unity 3D. <https://unity3d.com/> Accessed February 2018.

*This game engine will serve as the main development environment for the mobile and desktop client application.*