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Project Proposal

I would like to build a simple game using JavaScript, specifically using Vue.js. The inspiration for my project comes from a pile of very old games my father-in-law handed down to my wife and me. I would like to make a game that can be played with others online, based on a 1967 'bookshelf' game called Feudal.



It's a game that combines Risk and Battleship. Both players set up a field with their castle and army, but the other player doesn't know what the opponent's field will be like. When each player is done, they take turns moving at least one or all their army pieces until either the enemy castle is taken, or all enemy royalty is killed. There are some limitations with terrain; mountains cannot be passed by any character type and swamps cannot be passed by mounted characters.

Since I will build in Vue.js, I believe it will be easier to get a user interface and I should have some easier ways to get my game working with other players over a network. I will likely need a JavaScript file for functions and one for data (at least), as well as three HTML files (main menu, game setup, game being played), and a CSS file to cover all of them. I will likely not use a database. Most of the work will come from coding the backend logic that makes the game playable, and Vue.js will help me create objects that I can work with.

Since this has the potential to be a substantial project, I plan to break it into pieces. I will start by making sure I can render a board, then that I can move a character on the board, then that I can connect over a network and have players take turns moving a character, and so on. I want to build incrementally so I can have a working project at any point in time. Even as I type this, I worry the project might be above my skill level, but I am excited to work on it. If networking isn't working out and I am too stressed about getting a full, fun game working, I might switch to a text-adventure game that allows the player to move their character through an actual map, clicking on the places they'd like to go rather than typing in directions.

Overall, I'm excited about this project. Thankfully I already have rules written out and a board already designed. On paper, the rules are not lengthy. This game is actually very similar to chess, so I may be able to use other chess projects as a reference to help with my project. I haven't ever heard of anyone else who knows about this game, and a quick Google search didn't yield any results to projects like mine, so I think if I can make this work it could be a very satisfying accomplishment. I will attach a PDF of the official game rules to illustrate more clearly the rules of this game.