

Team 19 Project Charter

Industry Tycoon (Tentative)

Team Members:

Aditya Behrani, Bhavesh Pareek, Isaac Fleetwood, Joseph Miller, Meet Patel

Problem Statement:

Playing Minecraft is a primarily “active” gameplay experience, and although there exist servers out there with a passive progression, almost all of them require the user to be logged in. Industry Tycoon is a Minecraft Tycoon server that allows for progression beyond the Minecraft client – progression can be made even while logged off, and can be furthered from anywhere using a website which integrates with the player’s progression. In essence, we are combining two well defined experiences in a new way to create a game that feels fresh yet familiar.

Project Objectives:

1. Implement a website for the player to search player profiles and view/collect their passively generated wealth (Idle Cookie clicker type game).
2. Design a gameplay loop consisting of passive wealth generation and active advancement through mining and fighting/looting with the goal to defeat bosses and reach further tiers.
3. Define a gear upgrade system which takes components from each module of the gameplay loop which can be utilized to increase player power.
4. Provide an in-game marketplace for trading across each gameplay system.
5. Craft challenging team-based boss fights beyond the normal scope of Minecraft bosses to provide a challenge to be sought.
6. Allow a showcase of player creativity through customizable personal islands.

Stakeholders:

Users: Minecraft players who want a more offline gameplay progression; particular users would be those who enjoy idle and loot grinding games in an environment encouraging party play.

Developers: Aditya Behrani, Bhavesh Pareek, Isaac Fleetwood, Joseph Miller, Meet Patel

Project Manager: Raushan Pandey

Project Owners: Aditya Behrani, Bhavesh Pareek, Isaac Fleetwood, Joseph Miller, Meet Patel

Deliverables:

1. Configured and custom made Minecraft (Java) Spigot plugins that implement gameplay logic such as tycoon/wealth generation, trading.
2. SQL database used by both MC server plugins and website as an intermediary storage for passive generators.
3. A React JS based web page integrated with the SQL database to monitor and manage idle progression and lookup players in the game.
4. Engaging bossfights utilizing Spigot plugins and MC resource pack modification.
5. Island system giving players space to build and place gameplay blocks.