Informe de Tarea 1 - Juego Skynet

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1 Goals and Objectives

1.1 Business

Goal: Promote exercise among users

Develop an active Alternate Reality Game Players must disable all robots to survive. They must explore the game area to find robots and items.

It should be very easy to adopt Users should be able to start playing right away. No need for training.

1.2 Project

Goal: Active interfaces Active interfaces are designed to be used while playing, and enable the user to focus on the game instead of bothering with buttons and menus.
Pinch to interact with robot, slide to display more info, use GPS to update position.

Goal: Study robot performance and stats Track robot type, HP, speed, attack and armour types. Study performance and behaviour (fight-or-flight response) for different parameters.

1.3 System

Goal: Tracking Track players, scores, robots and items (guns, ammo). Players get scored for games played, robots disabled, remaining HP and collected items. Score can be traded for perks before a match.

Enable users to play solo or team-up Players will be ranked individually and by teams.

Enable GameMasters to setup game parameters Game map zone, number of players, robots, and items can be set up by a GameMaster. He can customize these options choosing the map polygon, robot types, item type, amount and positioning.

2 Requirements

2.1 Functional

Robots A player can disable a robot using available items or run away to another area. Robots can move around, and have different types of armour.

Teams Users can maintain their team status. Teams are ranked on the team leaderboard.

Explore Users explore the game polygon. They discover robots and items.

Items Items have position, type and number. They can be discovered by players. They can be used to disable robots.

Setup GM must setup game options.

Views

Map Shows discovered Robots, players nearby

Augmented Reality Find Robots and items

2.2 Non-Functional

Endgame

GM Ends game

Humans win All robots are disabled.

Robots win Submission or elimination.

Logs/Score Robots disabled/Players eliminated, timestamps, distance travelled, items used.

Top Player/Team Group players by teams, show top player and team ranking.

3 Use Case Diagram

3.1 Actors

Player

Robot

Item

Game-Master

Team

3.2 Cases

Player discovers **Robot**
Player discovers **Item**
Player uses **Item**
Robot is disabled by **Item**
Robot attacks **Player**
Player manages **Team**
Game-Master configures

3.3 Relationship between Cases

A Game-Master sets up a new game.
A player discovers a robot and disables it using a previously-found item.
The game finishes because all robots are disabled.