

# Informe de Tarea 1 - Juego Skynet

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## Contents

<b>1</b>	<b>Goals and Objectives</b>	<b>1</b>
1.1	Business . . . . .	1
1.2	Project . . . . .	2
1.3	System . . . . .	2
<b>2</b>	<b>Requirements</b>	<b>2</b>
2.1	Functional . . . . .	2
2.2	Non-Functional . . . . .	3
<b>3</b>	<b>Use Case Diagram</b>	<b>3</b>
3.1	Actors . . . . .	3
3.2	Cases . . . . .	3
3.3	Relationship between Cases . . . . .	4

## 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.

**Goal: Manageable**

**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.