

# Sailors Requirements

# INDEX

<b>Introduction</b>	<b>2</b>
<b>Main Menu Requirements</b>	<b>3</b>
<b>In-Game Requirements</b>	<b>14</b>
<b>Additional Requirements</b>	<b>17</b>

# INTRODUCTION

Sailors is a mobile app drinking game. It consists of highly customizable decks and cards, so players can enjoy the game on their own terms. It will also allow its users to share and download decks. The game features 3 types of cards: Do Cards (perform an action), choose cards (choose 1 of 2 options to perform) and keep cards (Keep a card to reply to someone's action, only playable if at least one card is already on the table, players have priority in a clockwise order starting from the turn's original player).

As of right now, the game is in an Alpha 1.0 stage. To advance to a Beta build, I need additional graphics, as well as finishing the deck database. I will probably implement an online mode as well, so players can join each other on their own phones if on the same wifi network. Most of the game's UI design is already in a pretty final state. I would, however, enjoy any kind of positive or negative feedback on anything, don't hold back. Some of the features were based on the iPuke app, in case you wanna check that out.

None of the game's features will be paywalled. Instead, the game will have banner ads at the bottom of the screen. I plan to have a feature where donating any amount will disable the ads. However, keep in mind the design for the app should be 1080\*1920, and the screen will be scaled down automatically to fit the ad. For more info, check out this page:

If you feel that there should be any additional effects you would like to add, but have no way of providing, i.e. a fade-in or fade-out animation, just talk to me and I can try to implement it through code. Likewise, many of the animations you provide will be animated through code as well, e.g. waves, I can make them move around the screen, provided you give me the asset. Also, if you have any ideas for some cool cards, please let me know as well.

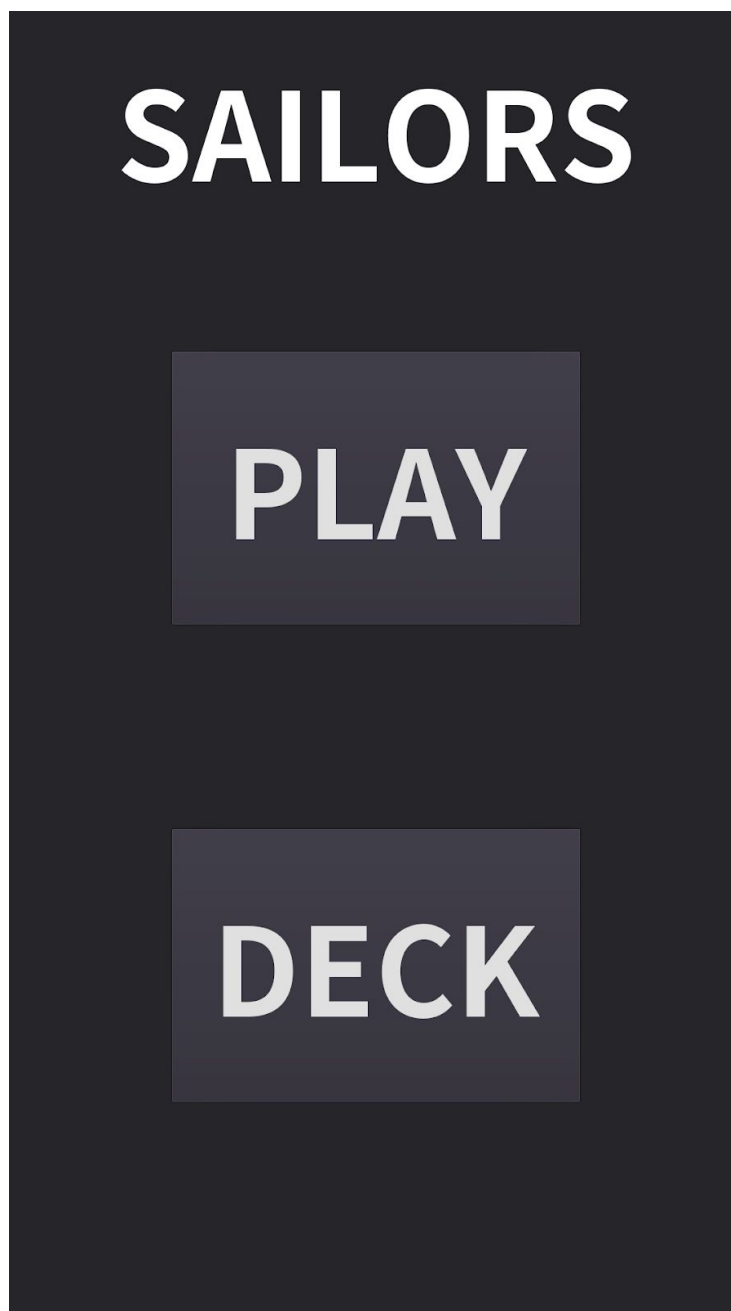
The following chapters describe the requirements for each game panel. The game is divided into 2 main categories, the Main Menu and the In-Game Menu. Some additional features are also listed, such as the game logo. Also, keep in mind that the "B" button you will often see is the "back" button.

A lot of in-game text is in portuguese, as I originally developed this to play with my friends. In summary, it's a lot of fun, but it also makes alcohol (and your sobriety) disappear rather quickly. The decks need to be toned down a bit before releasing. Also, thanks for taking some time to hear my pitch, it really means a lot to me.

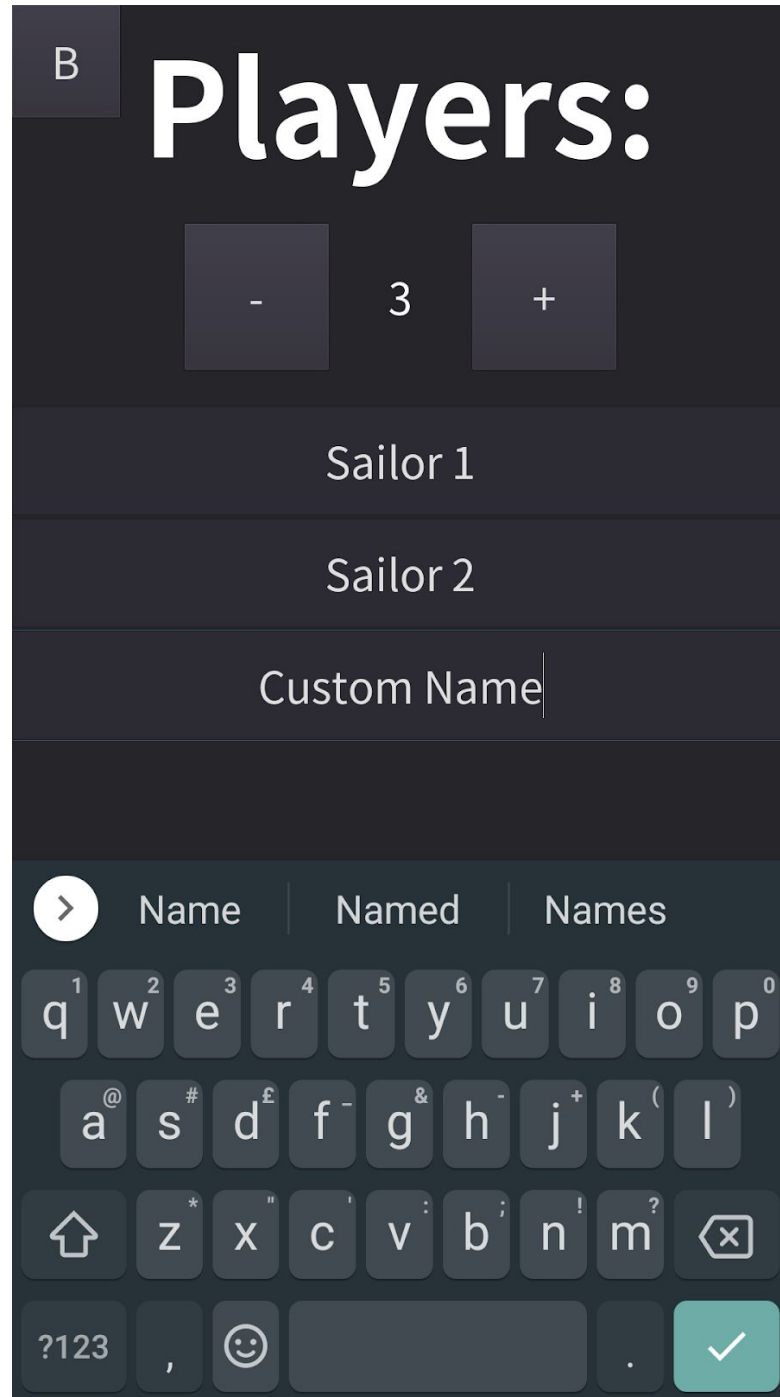
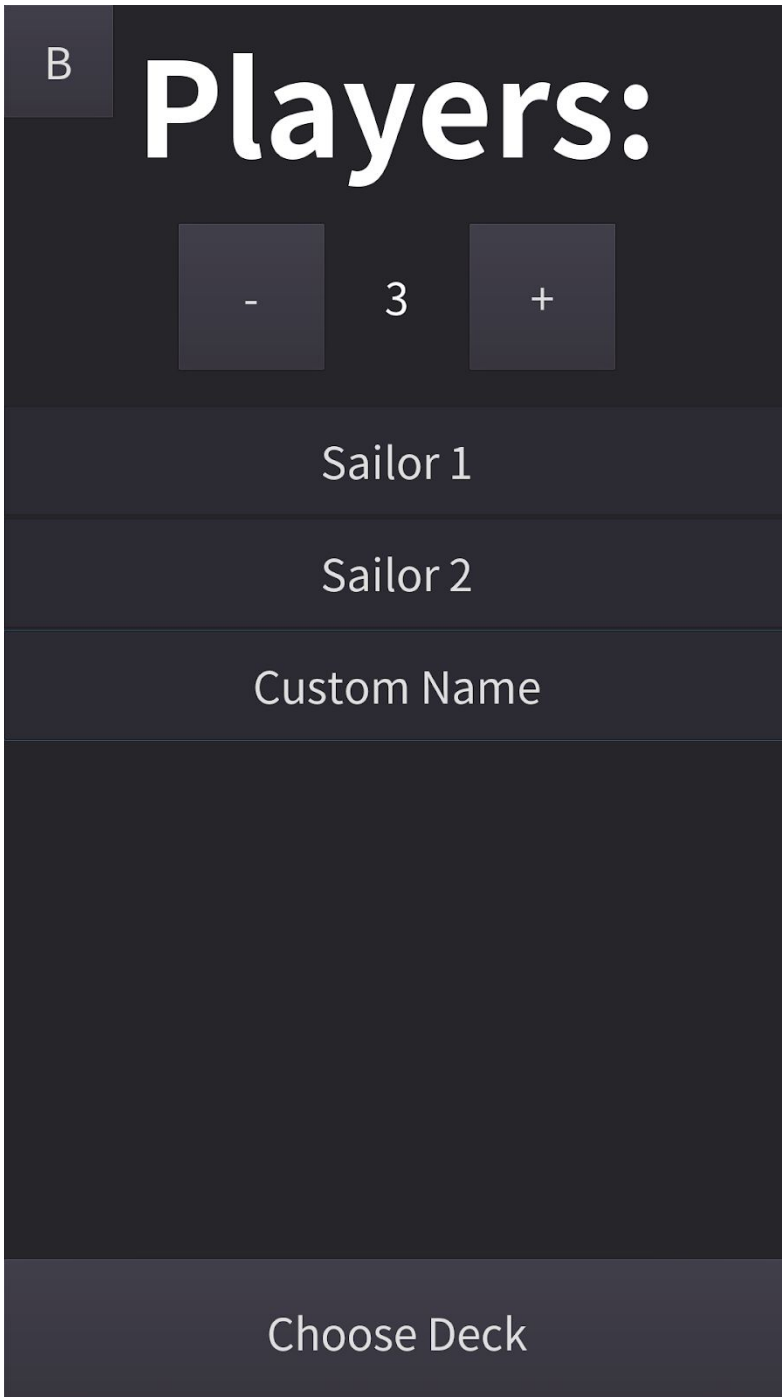
## MAIN MENU REQUIREMENTS

This is an overview of the main menu. The main menu consists of everything that is not directly in-game. Keep in mind that some features will need to be implemented, but I will mention them in each respective panel.

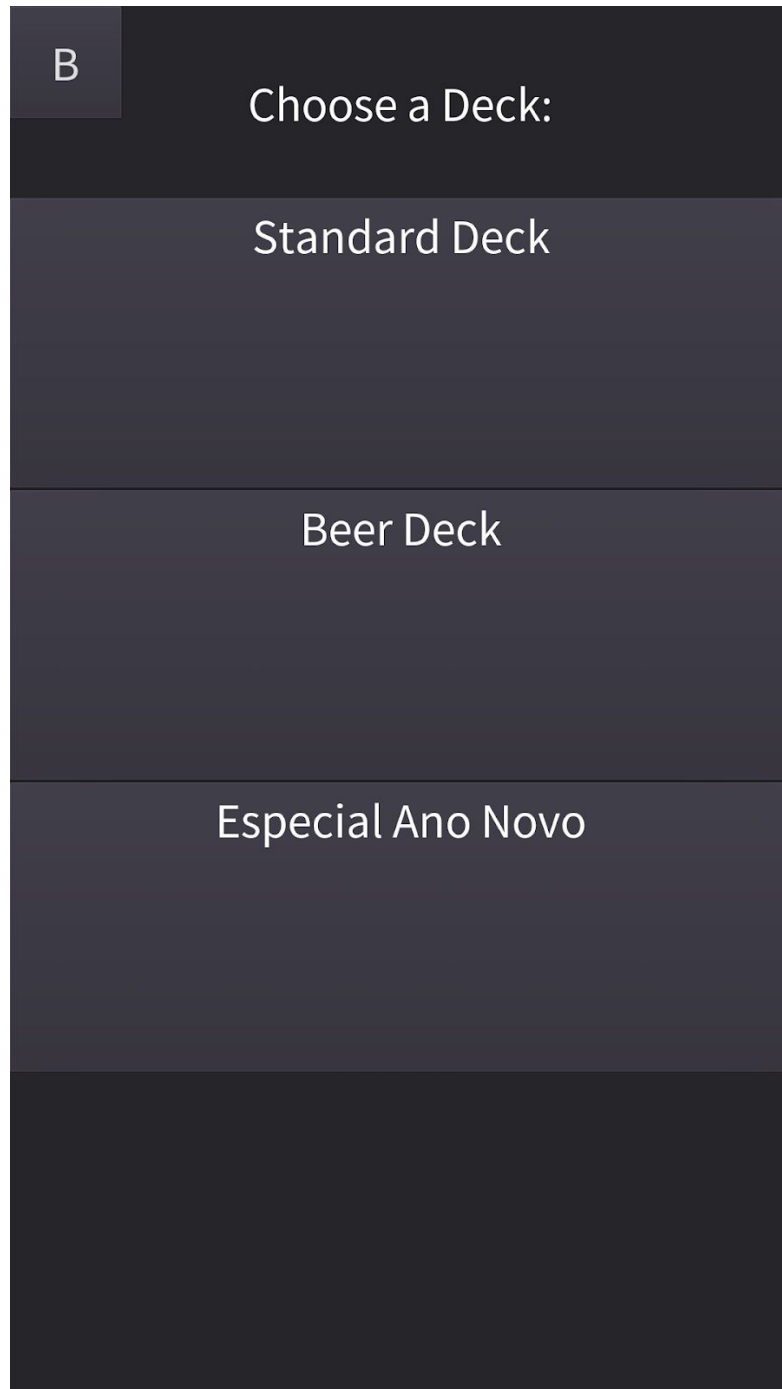
- 1. Main Menu: The main menu is pretty straightforward, either jump into a game, or edit your decks. This panel would also need the already mentioned “donate button”, as well as a “moderate drinking” warning. Both of these would look cool in a pop-up I believe, what do you think? Maybe a background here with the logo blending into the font?



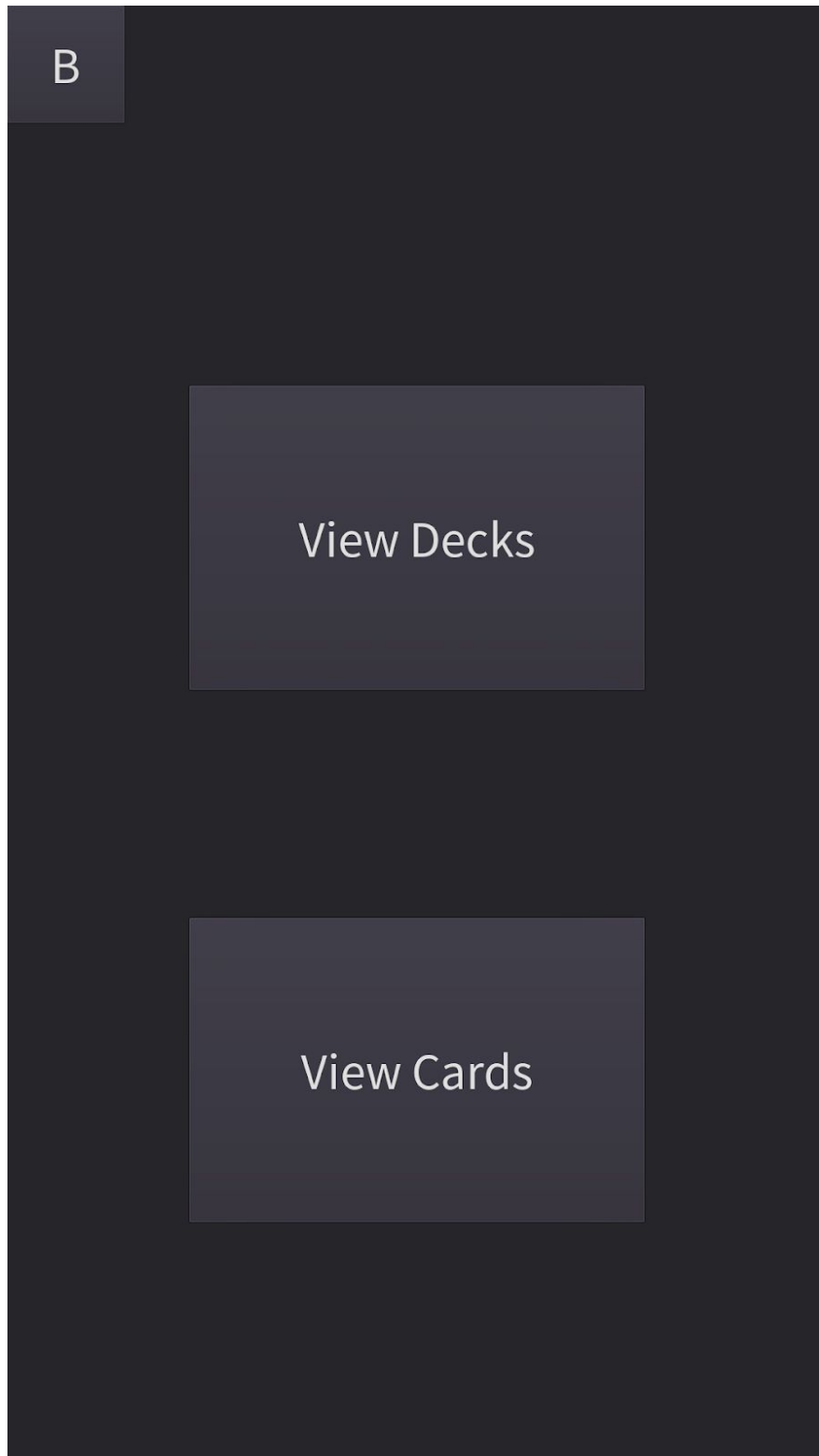
- 2. Add Players Menu: Clicking the + or - buttons will either add/remove an entry in the player list. This list is scrollable by default, and a single click will open the virtual keyboard. The selected name should maybe be highlighted somewhere near the center of the screen (in case the list is too long and the keyboard overlaps the entry)? Maybe I can implement some animations when adding a new entry? Maybe some generic sailor/pirate avatars would look cool next to each entry, perhaps even color coded (I can handle different colors via code).



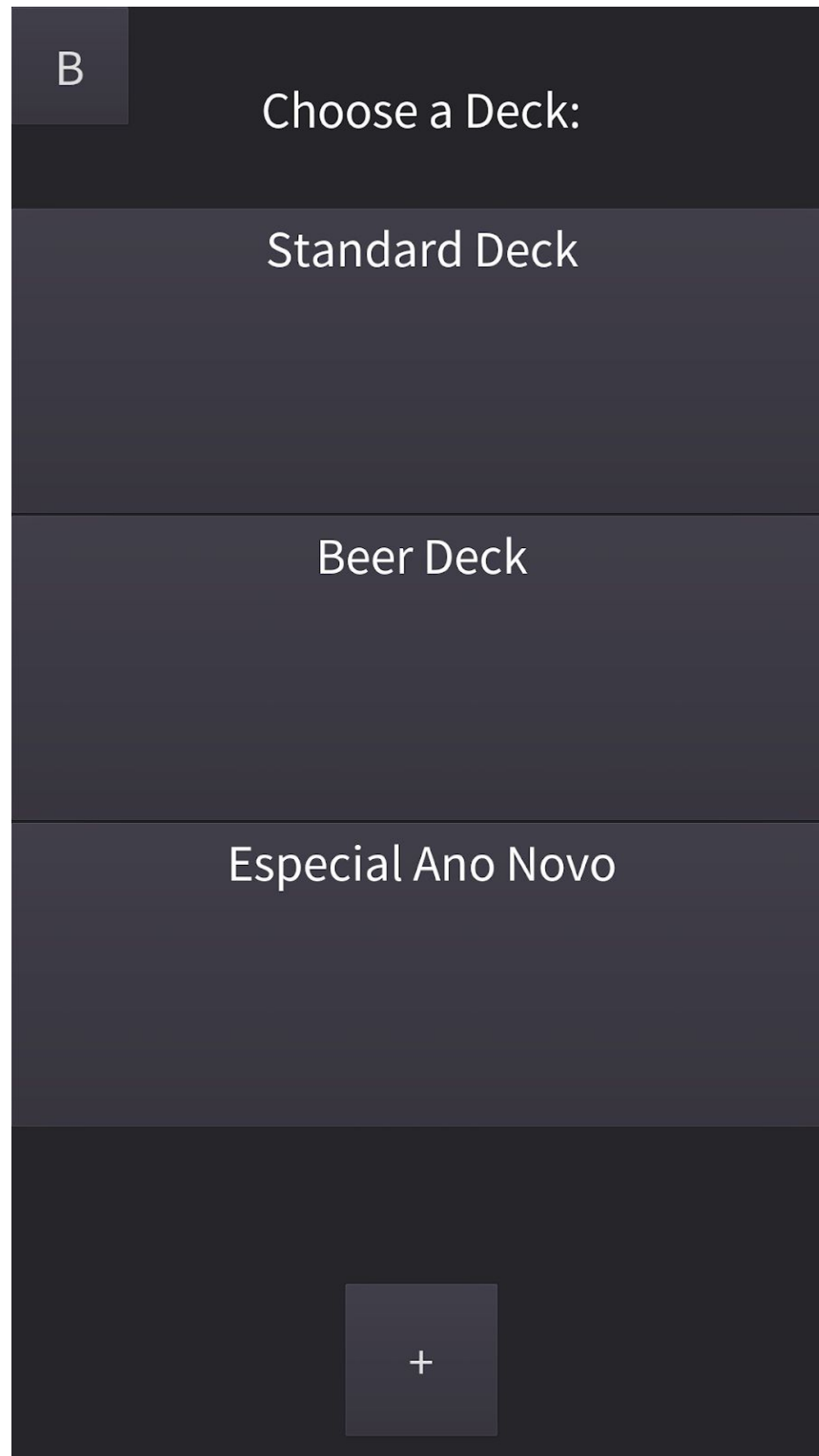
- 3. Choose deck menu: This deck will be nearly identical to another I'll show in a bit. Essentially, choose a deck out of those that already exist. I'm planning on having a small description of each deck underneath the title, hence the entry being so big. Also, right now it starts the game on click, maybe a checkmark that enables a "start game" button would be cool.



- 4. Deck Editor Menu: This menu redirects you to 3 options: view existing decks, view existing cards, and download/upload a deck (yet to be implemented, but I will need assets for it nonetheless). Pretty straightforward.

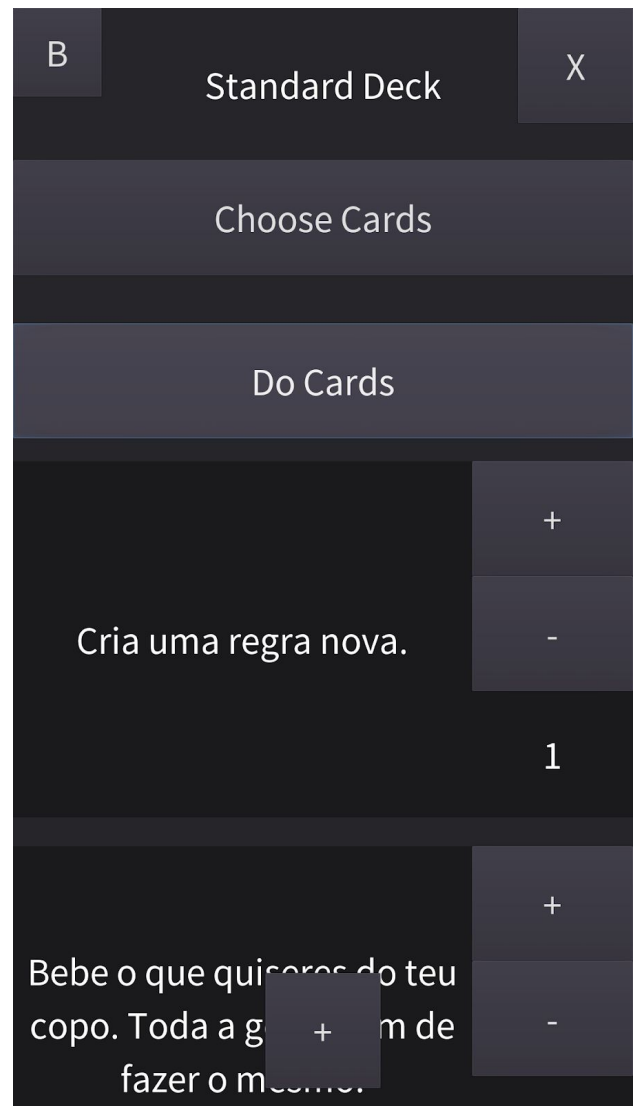
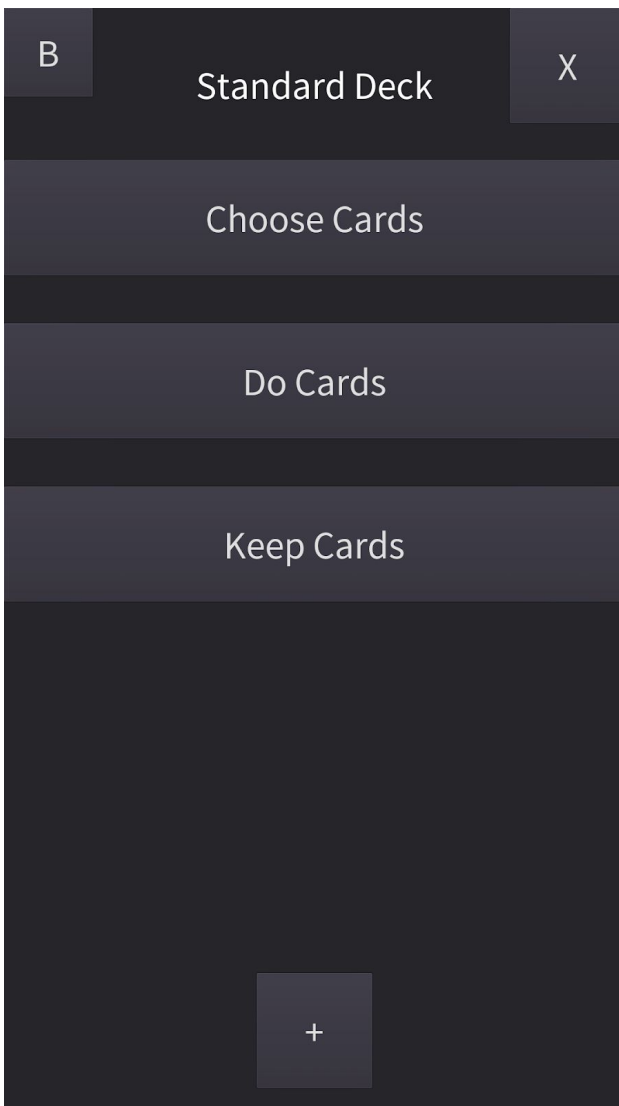


- 5. View Deck List Panel: Pretty similar to panel 3, the difference being that it has a “+” button that adds an entry to the list containing the template deck. This deck can then be edited.

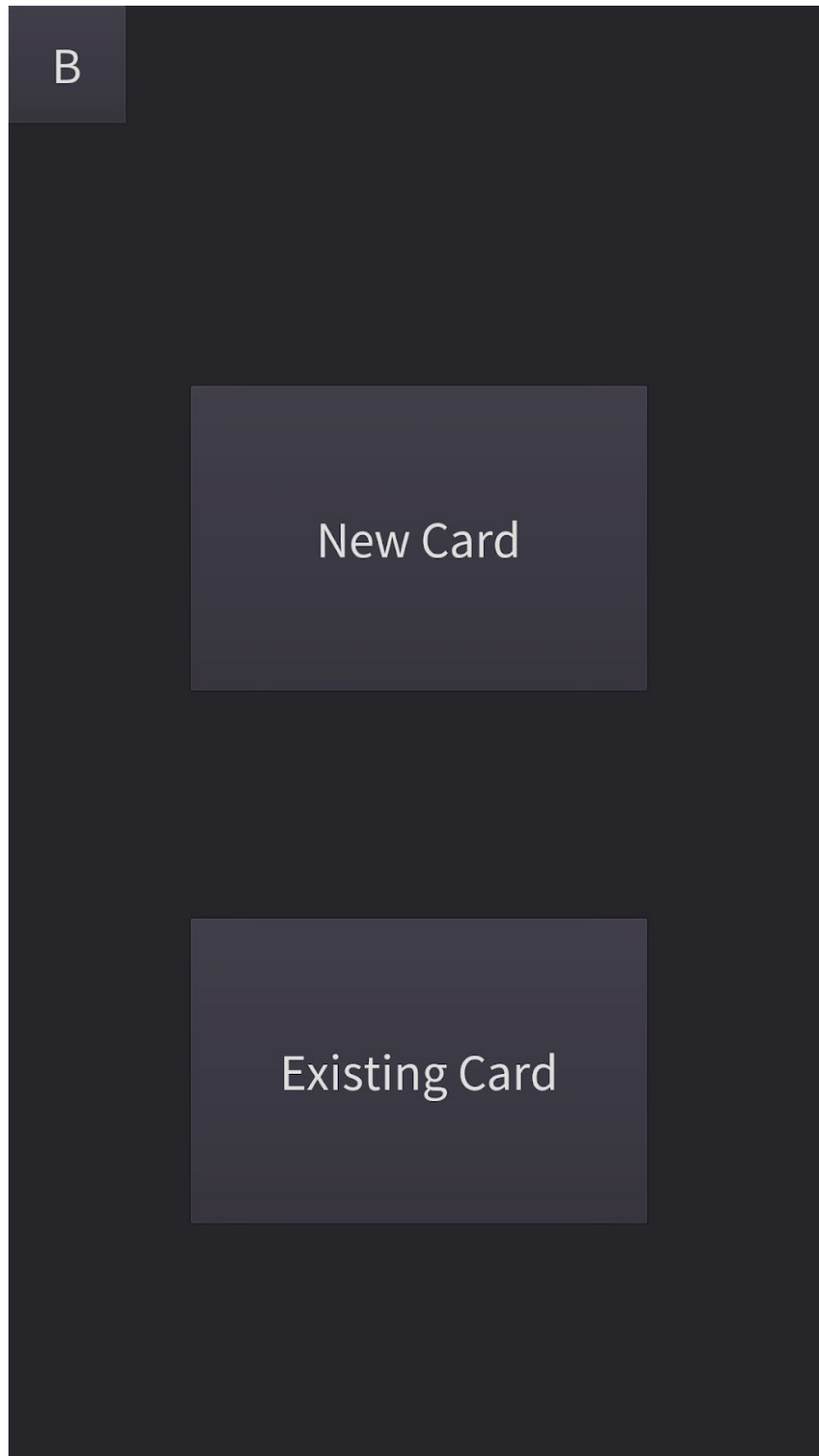




- 6. Edit Deck Panel: This deck contains 3 tabs (possibly more if new card types are added). Each tab expands on click, revealing all the cards related to its category. The X button allows you to delete the deck, but it's missing an “are you sure” popup. It’s also missing a search button, that allows you to quickly filter a card by its description. (yet to be implemented). Each card also contains the number of copies present in the deck. I’ve also considered adding an alternative horizontal swiping mode, as some people have told me the current design is kinda clunky. What I mean by this is having one card focused on the center of the screen at any time, and swiping to reveal the next card (as pictured below). Let me hear your thoughts on this.



- 7. New Card Type Panel: Opens when you click the “+” in the previous panel. This should be a pop-up. It redirects you to 2 possible panels, the new Card Panel (8) and the view Cards Panel (9).



- 8. New Card Panel: It allows you to create a new card and add it directly to your deck. Alternatively, this menu can be reached from the “View Cards Panel” (9), but will only add the card to the local card database. You can select the card type from the dropdown at the top, and adding the card will return you to the deck viewer or the card viewer, depending on the case. Also, the menu shape will be adjusted depending on the card type (because choose cards have 2 entries, while the others have 1), so keep this in mind.

B

Edit a Card

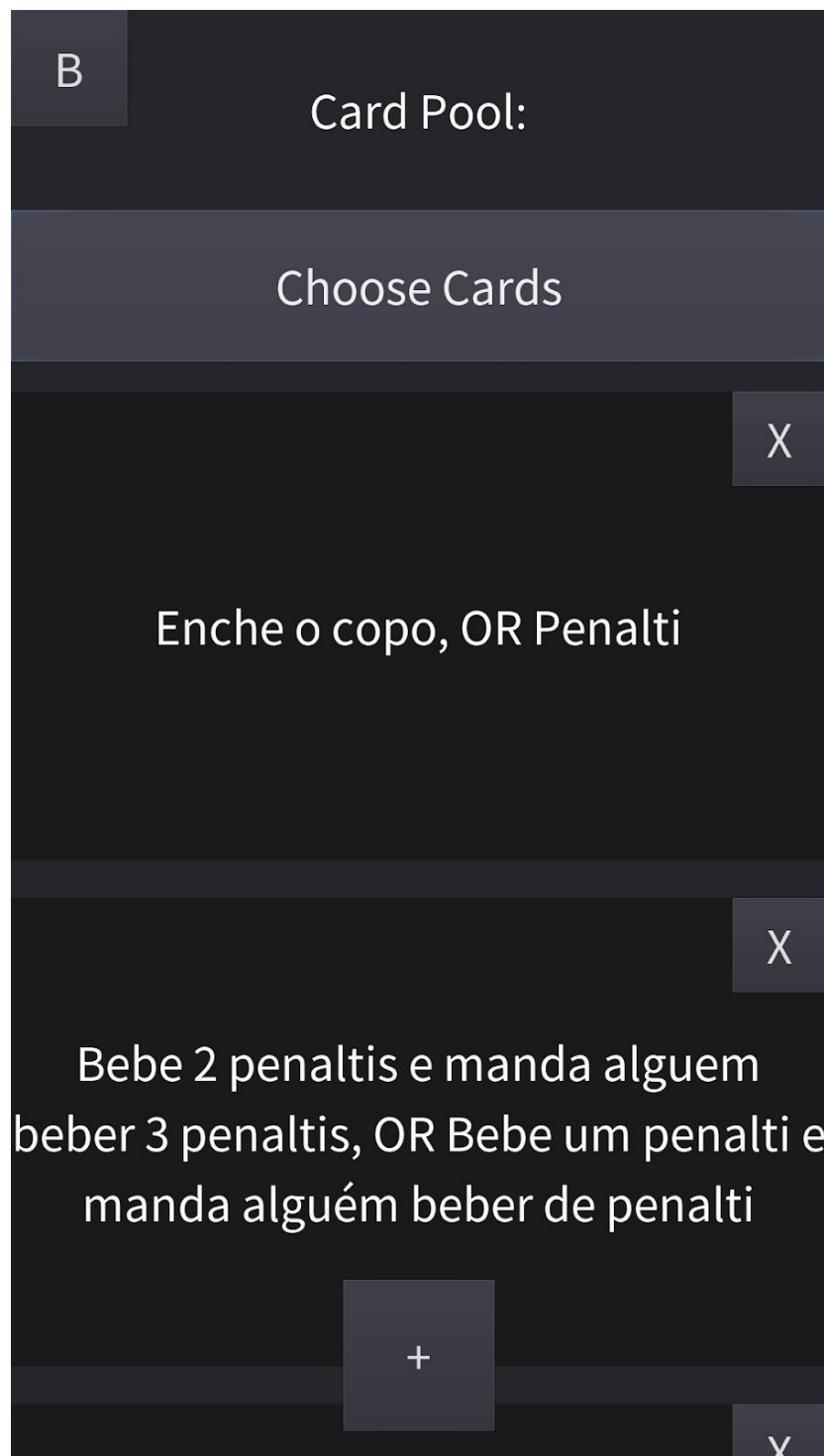
Choose Card

The first option.

The second option.

Confirm

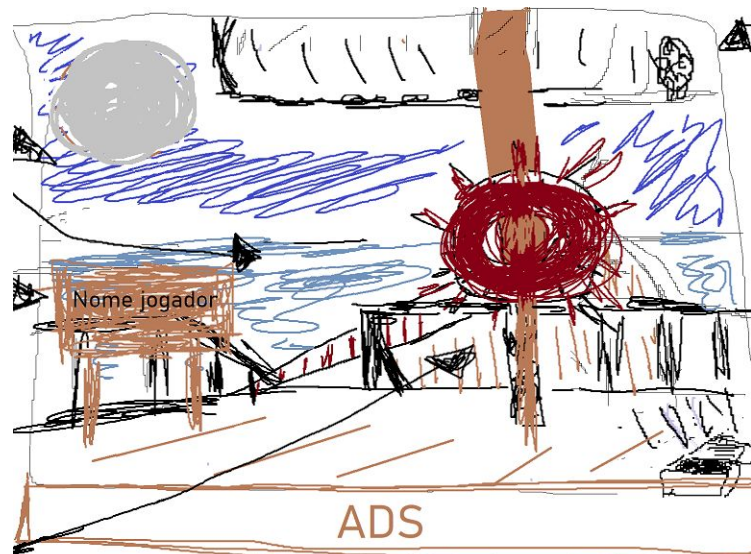
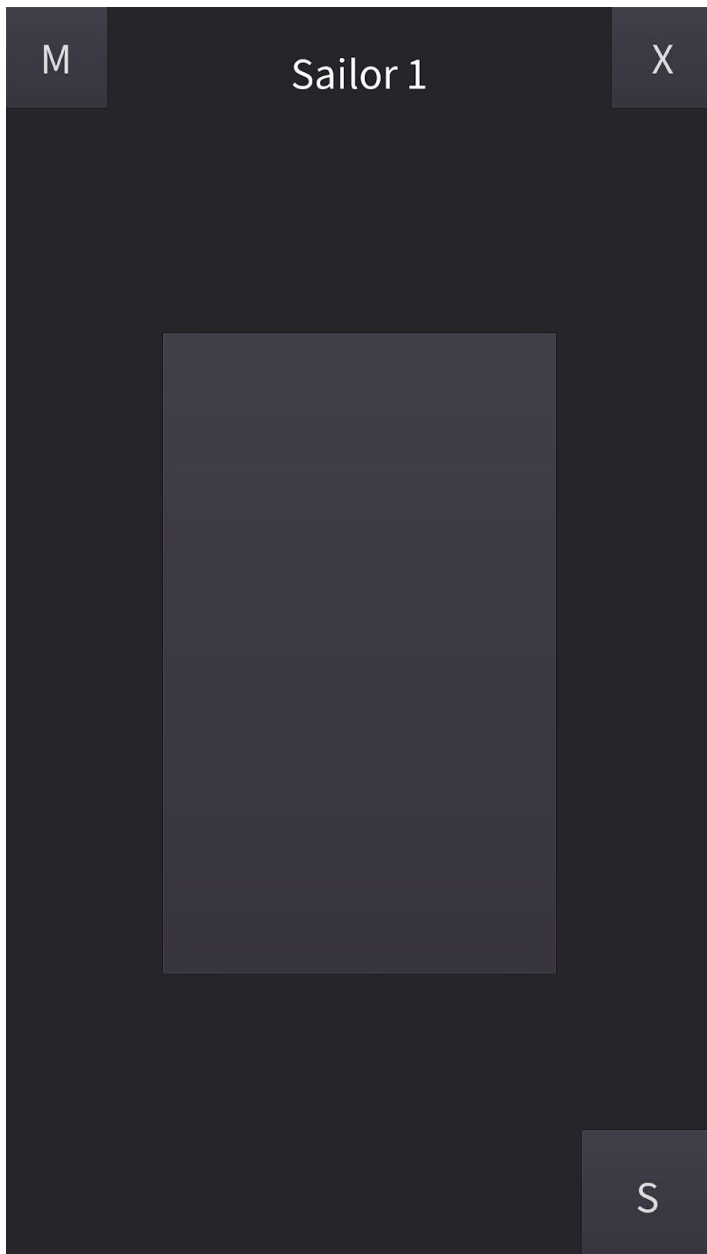
- 9. View Cards Panel: This is like the “Edit Deck Panel” (6), except it will not have the delete button on top of the layout. Each category entry will also be different. It will not contain the number of cards present in the deck, instead containing an “X” button that deletes the card from the local database and from any locally saved decks. I’ve considered exchanging this button with a swipe to either side, and maybe play a fading out animation before showing an “Are you sure?” popup. It also contains a “+” button that redirects you to panel 8. I’ve also considered adding an icon indicating a certain card is not present in any deck.



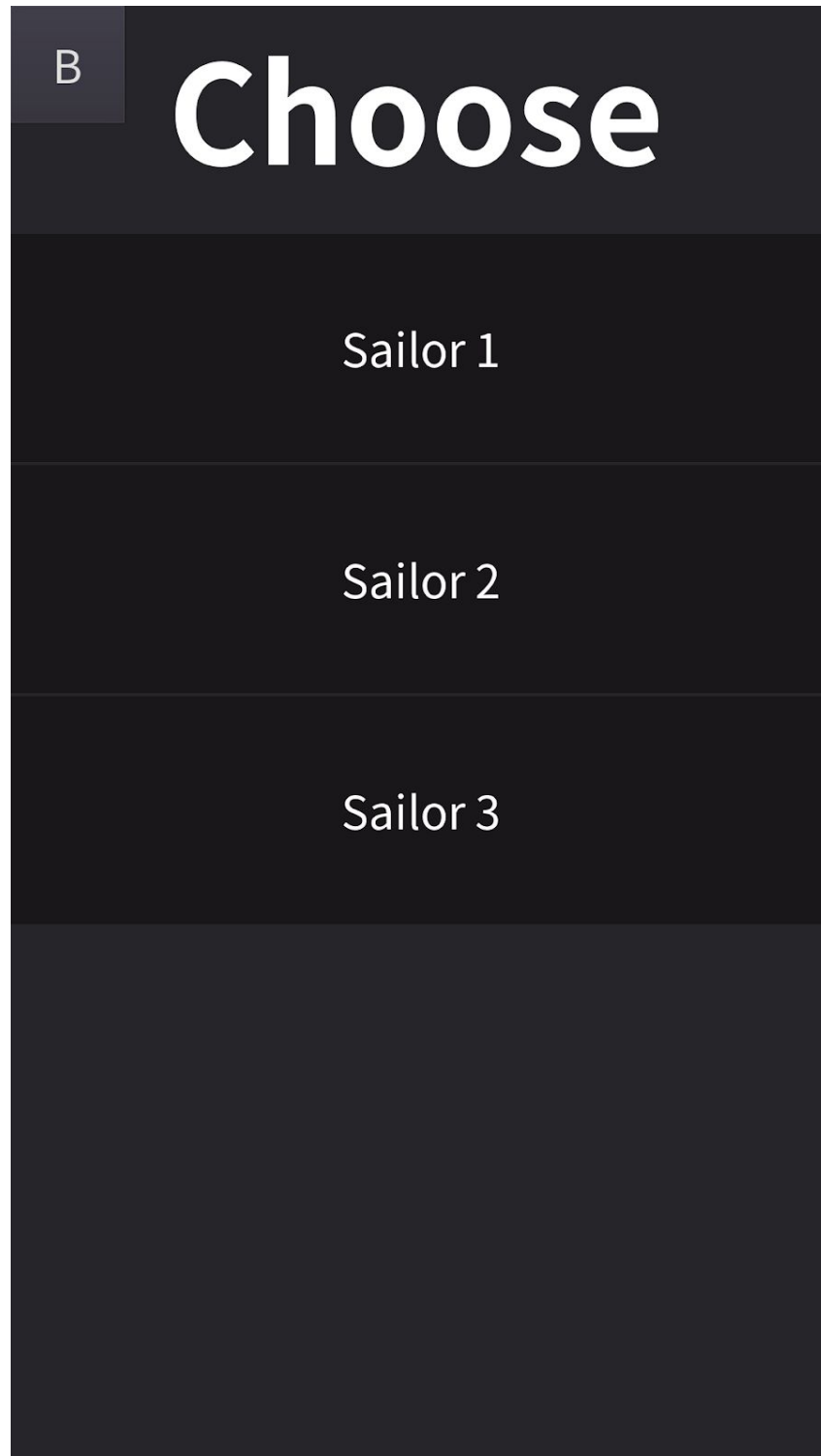
- 10. Online Decks Panel: This is the panel that I have yet to implement. It should allow the user to search for other decks, list them (similarly to the other panels containing lists) and download them. It should also have a tab that allows the player to view their uploaded decks and respective ratings.

## IN-GAME REQUIREMENTS

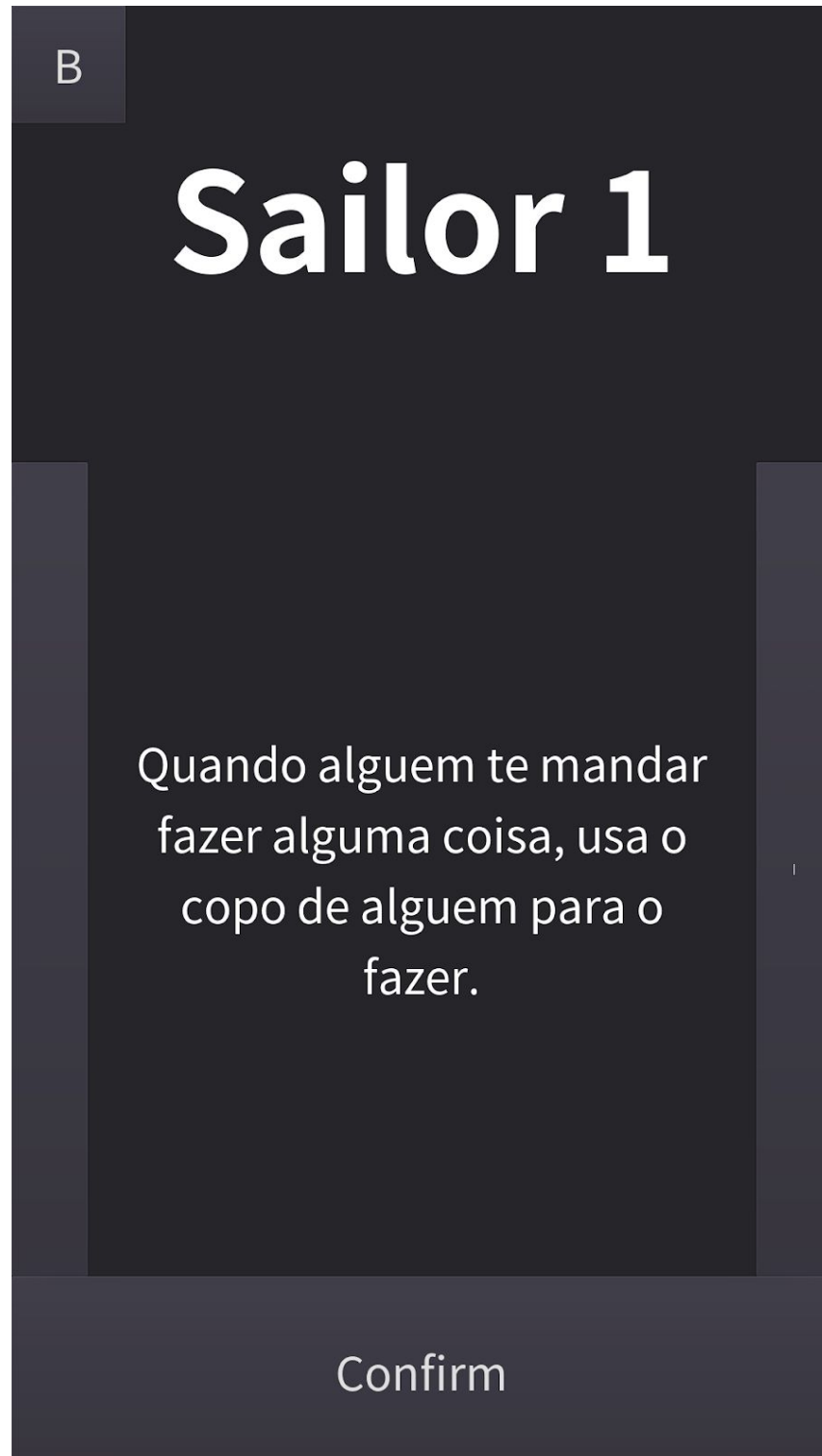
- 11. In-Game Panel: it can arguably be the most important game panel. So, it should also be where you invest the most effort. This is the current state of the panel and it clearly needs a lot of improvements. My idea is making this a ship's "deck" as a pun, but I don't know if that would be too tacky or cheesy. But following that train of thought it would be cool to have something kinda like the sketch (it's a cropped version of the original portuguese one, don't mind the arrows and such), with the player name on the board and the steering wheel being used to draw cards (you could hold it to draw, so players won't accidentally draw a card when handing the phone to each other). It will also feature a treasure chest, the "Stash", where players can view and play their "Keep Cards".



- 12. Stash Panel: This is where the players will view their names, leading to a panel where they can actually use the saved cards. Maybe highlighting the names in a different color/with an icon if they have “keep” cards would be cool. This menu will no longer exist in the online version, as each player will be directly sent to panel 13. This menu is only accessible when a card is already on the table, as keep cards cannot be used otherwise. So the chest icon in panel 11 could have a closed/open state, representing whether this menu is accessible.



- 13. Use Saved Cards Panel: This panel contains all the player's saved cards. It has a title with the player's name on top. This is a somewhat archaic way of doing what I said in panel 6 regarding "horizontal swiping". It's missing the "are you sure?" popup upon selecting a card.





## ADDITIONAL REQUIREMENTS

Beyond what is already mentioned, it would be cool to have my friend's portrait as the game logo. I can send it to you sometime in the future. Keep in mind most assets will be reused throughout the game, such as buttons and popups. Likewise, keep the original design size (1080\*1920) in mind. Feel free to ask me any questions or give me suggestions. Also, don't be too limited by what already exists, if you have any cool or important changes, feel free to think outside the box.