

Dummy Project – Battle Royale

Features

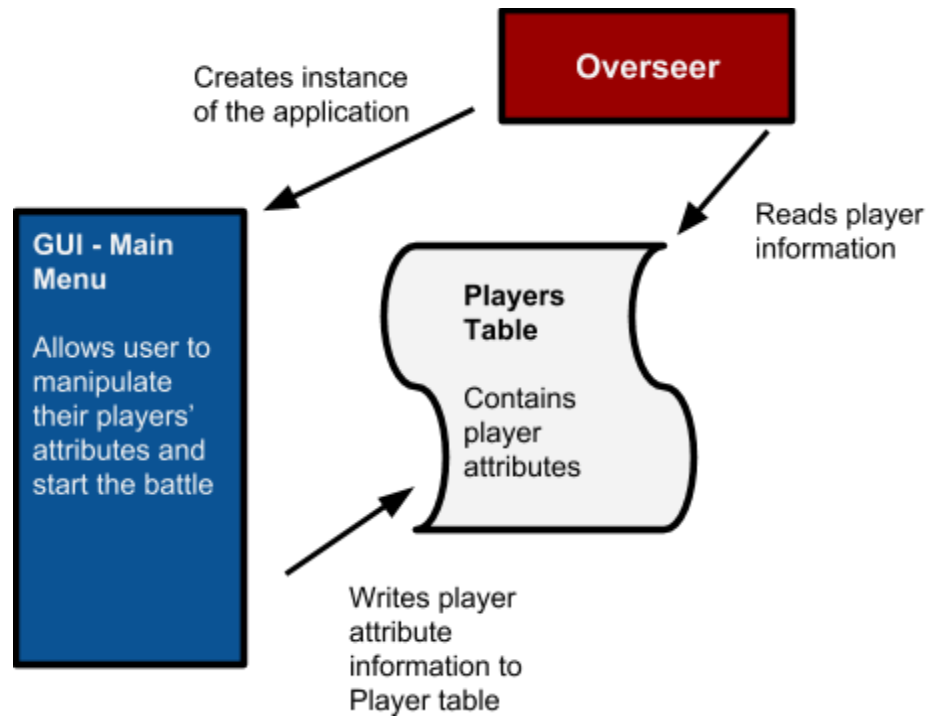
- GUI – Main Menu
 - Create new player – allocate 20 attribute points
 - Delete player
 - View All Players
 - Edit Player
- Database – playerDB
 - **Table - Player:** Player attribute information
 - PersonalID (PK)
 - Strength
 - Charisma
 - Intelligence
 - Dexterity
 - **Table - Death:** Stores death events for each battles
 - BattleID
 - RoundNumber
 - KillID (PK)
 - Killer
 - Victim
 - **Table - Round:** Stores event that take place during each round
 - BattleID
 - RoundID
 - RounderNumber
 - PlayerOne
 - PlayerTwo
 - Scenario
- Non-GUI – Match-ups
 - Each player is randomly matched with another player
 - Each match is placed in a randomized scenario in which the attributes determine who wins
 - Match-up continues until there is one winner
 - Keeps track of number of kills each player gets
 - Keeps track of who killed who
- Web – Results
 - After each round, the results of the battle are displayed on the web page

- Results include updated kill counts, who killed who, and the scenarios players underwent per round

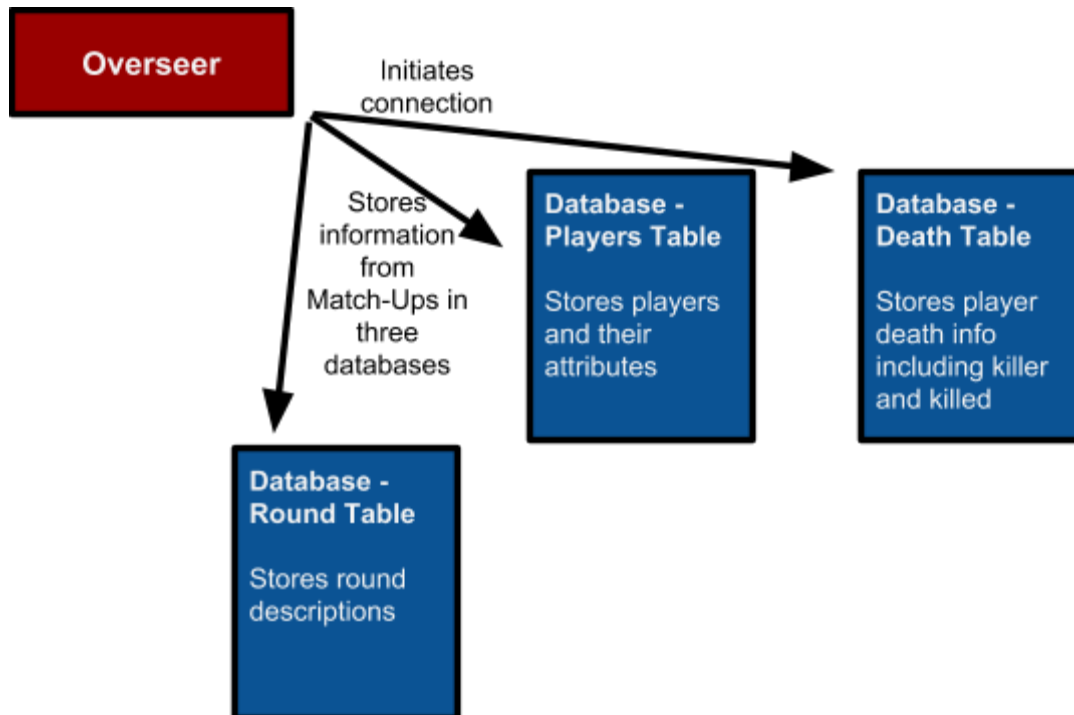
Optional Features

- GUI – Main Menu
 - Generate NPC's if user requests it
 - Show results of previous battle stored in the database
 - Edit existing player
- Non-GUI – Match-ups
 - Allow users to run away if enough hits are taken
 - Players can pick up items that will enhance their attribute scores
 - Combination of attributes are used in a battle
 - Keeps track of movements and items picked up
- Web-Results
 - Delay results between rounds
 - Provide step-by-step activities that took place during a round
 - Show path each player took in the bracket

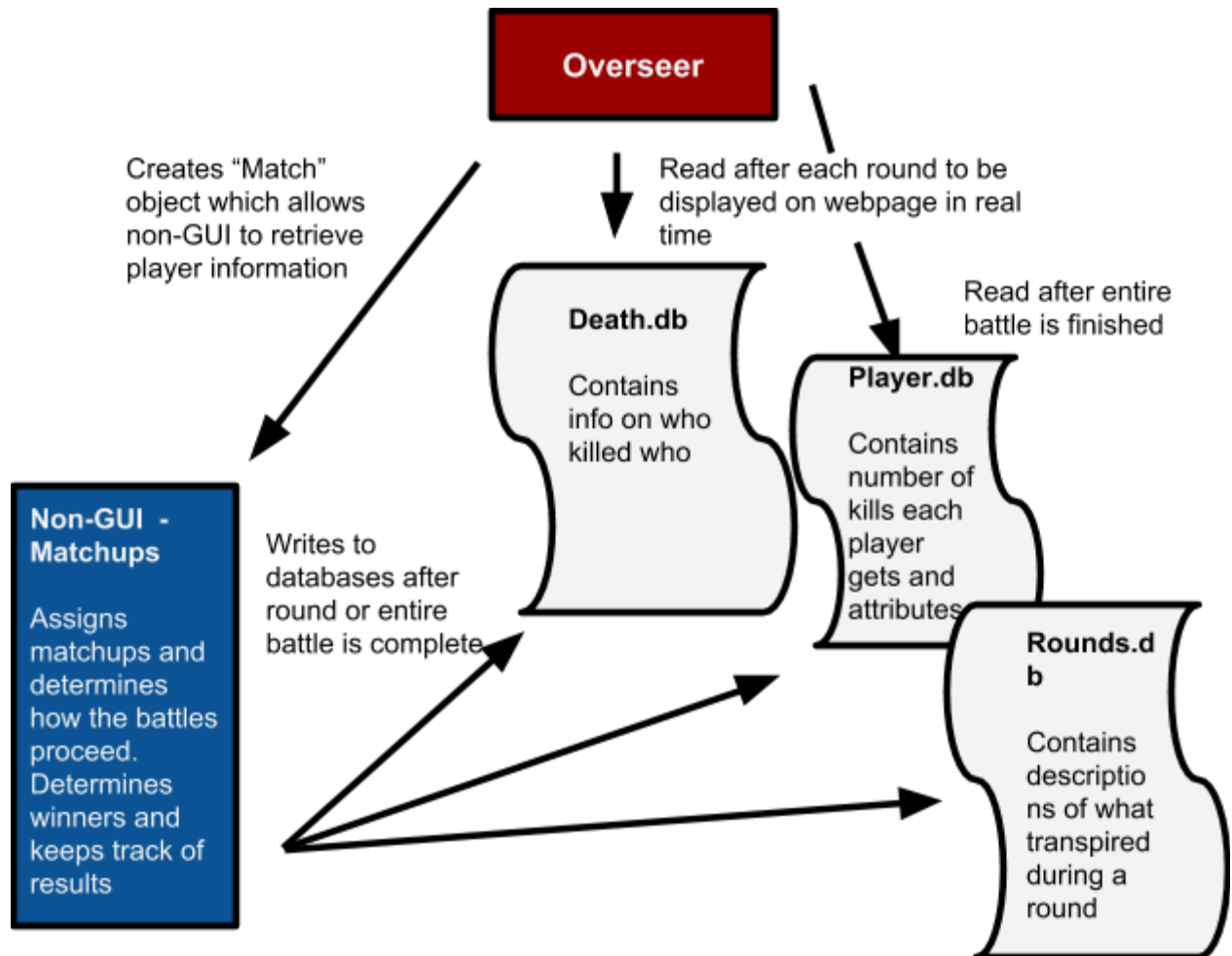
Communication between Overseer and GUI



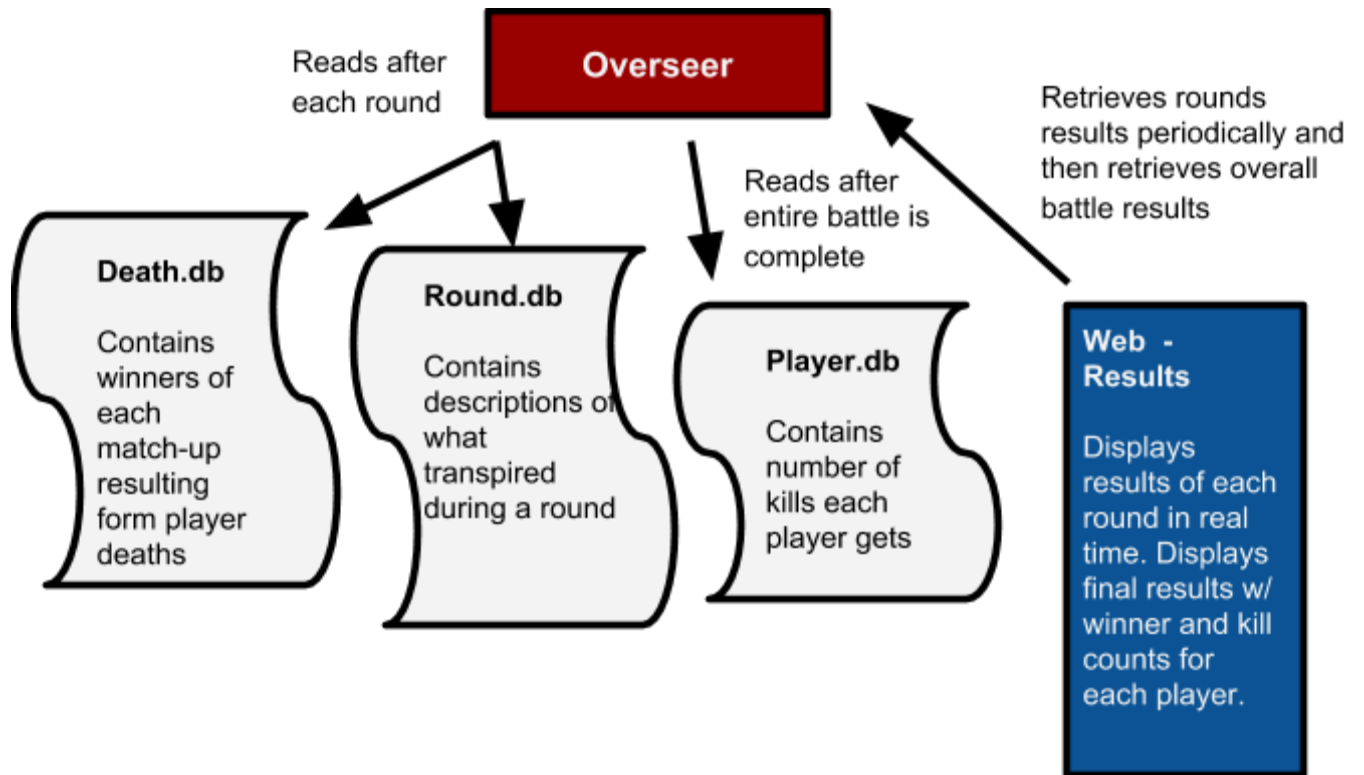
Communication Between Overseer and Database



Communication between Overseer and Non-GUI



Communication between Overseer and Web



GUI Layout

Main Menu

Player

Results

Welcome to the Battle Royale!


Create New Player

View All Players

Delete Player

Edit Player

View Past Battle History



START BATTLE!

Player Creation

Distribute your attribute points! You are given 20 points to assign to four categories

Enter Name

Strength

Points

0 ▼

Charisma

Points

0 ▼

Intelligence

Points

0 ▼

Dexterity

Points

0 ▼

Finish and Submit

Deleting/Editing Player(s)

Select Player(s) to Delete

☐ Player name
☐ Player name
☐ Player name
☐ Player name

DELETE

Delete Players

Delete <player name>?

OK

Edit Attributes

Name

Strength

Charisma

Intelligence

Dexterity

Save Changes

View

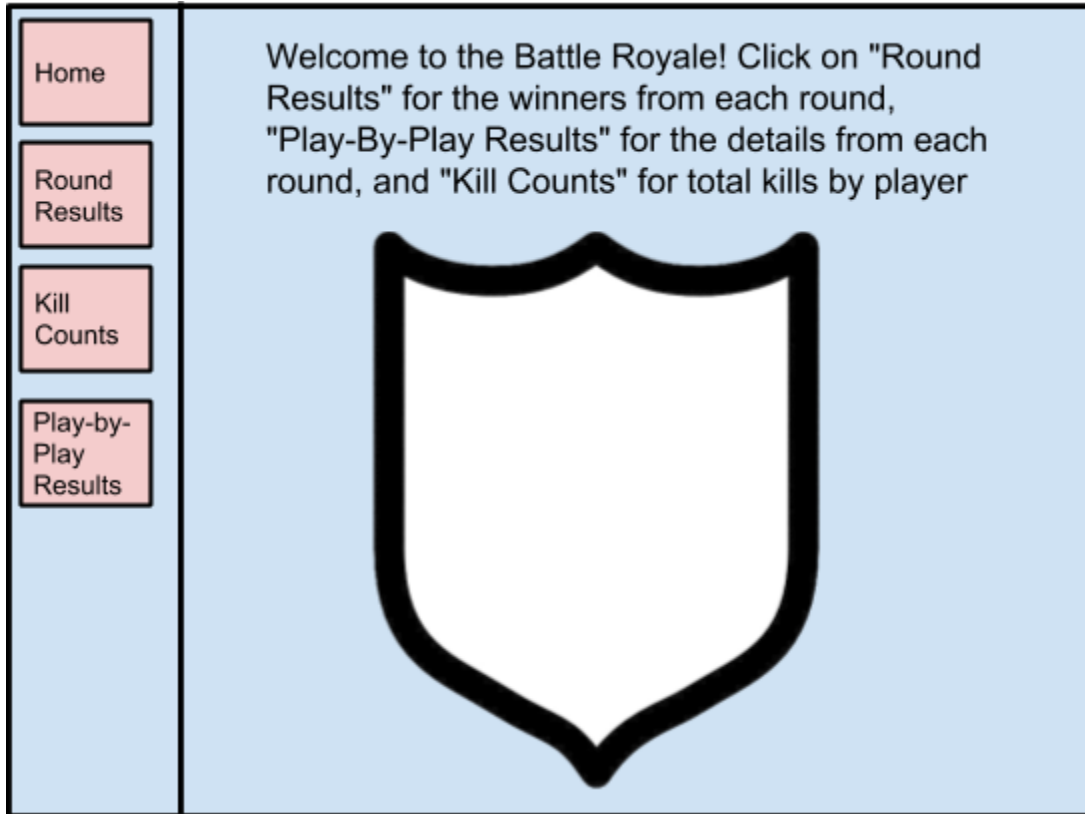
Players

Name	Strength	Charisma	Intelligence	Dexterity

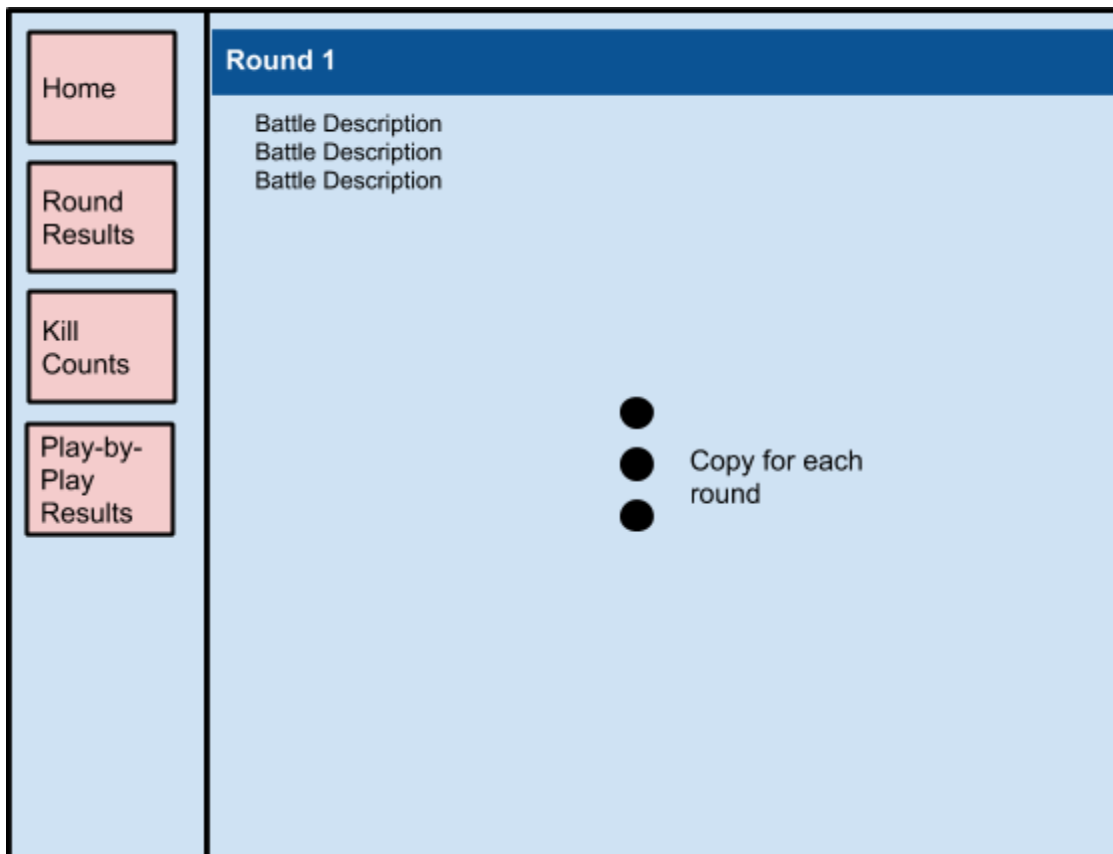
Close

Webpage Layout

Home



Round Results



Kill Counts

Home	<table border="1"><thead><tr><th>Name</th><th>Kills</th></tr></thead><tbody><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr></tbody></table>	Name	Kills						
Name		Kills							
Round Results									
Kill Counts									
Play-by-Play Results									

Play-By-Play Results

Home	Play-by-Play Results	
Round Results	Round 1	
	Battle Description	
	Battle Description	
	Battle Description	
	Battle Description	
	Battle Description	
	Battle Description	
	Battle Description	
	Battle Description	
	Kill Counts	Round 2
Battle Description		
Battle Description		
Battle Description		
Battle Description		
Battle Description		
●		
●		
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Play-by-Play Results		Copy for each round