

## Final Project: Rashid Aziz

### *“Risk of Thrones”*

#### **Step One: Project goal**

My final project will be a game of thrones version of the Risk board game. This project will be unique in aesthetic and design, with a heavy emphasis on User Experience.

#### **Step two: Specific Goals:**

- Visual Design:
  - o Scrollable map
  - o Hover animation
  - o Attack & Defense animations
- User Interface
  - o Player Details
  - o Game controls dashboard (Attack, defend, etc.)
  - o Instructions
- Game Mechanics
  - o Computer Player
  - o Integrate machine learning & intelligent algorithms to make computer player smarter, with more difficulty levels
  - o Multiplayer
- Application
  - o Create online app, where users can create accounts, start/resume games, and play with others.

#### **Step Three: Inspirations:**

- Design
  - o Firewatch Color Palette & design language, Google Material Design, Apple minimalism and simplicity
  - o Moon Landing game: [moonlander.scalingo.io/game](http://moonlander.scalingo.io/game)
- Development: Node.js, p5.js, Snapsvg.io, phaser.io/

#### **Step Four: Task Breakdown**

- **Prototype:** April 20<sup>th</sup>
  - o Create basic game rules
    - Classes for Attack, Defend, Move
    - Random Computer Movements
  - o Create basic map layout – Shapes, without styling
- **Beta:** April 27<sup>th</sup>
  - o Implement Improved Visual Design
    - Hovering Animation
    - Attack & Defense Animations
  - o Improved UI

- Player Details
  - Game Controls
- **Alpha:** May 2<sup>nd</sup>
  - Finalize Design & Aesthetic
  - Finalize UI / Dashboard
  - Make computer players smarter (Machine learning, difficulty levels, complex algorithms beyond random decisions)
  - Online app, with user accounts, profiles.