

Project Proposal

CSCI 497H / 597H

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Project Description

The project we will implement is a Sci-Fi space adventure game using Twitter API. The user will send commands via tweets to select the actions they want to perform in the game. A Twitter bot account will be used to tweet back at the users by replying with an image that returns the user's action which will avoid the character count restriction. A list of user commands and a brief guide will be provided to the user when they start the game to give them a quick introduction and what actions they can perform. Since this is an open MMO, the users will be joining a community of players who can interact with one another for trading resources, and performing collaborative tasks such as exploring or noncooperation events like pvp.

Importance

This project is important because it will explore new ground toward unconventional use of social media for the purposes of interactive entertainment. The game will be structured in such a way that communication between players for purposes of coordination in game will enhance both human relationships and gameplay experiences. Also, this game includes a very player-driven game system such as the economy and society of the game will be all decided on how the player's interact with one another.

Target Users

The target user for the Twitter game is ideally for anyone with a Twitter account, but focuses on those who are interested in playing Sci-Fi space adventure games.

Existing Systems or Improvements

Most existing Twitter games are word, quiz, or trivia based¹. Some Twitter games have used voting--for example to select a chess move². Our players have full autonomy in game. And--though they will use textual tweets as input to the game--they will also be presented with a graphical view as output.

¹ "Play Twitter Games in Real-Time!" *OutWit.Me Twitter Tweet Games*. N.p., n.d. Web. 09 Apr. 2016. <<http://www.outwit.me/twitter-games/games.php>>

² "ChessTweets." *Twitter*. N.p., n.d. Web. 9 Apr. 2016. <<https://twitter.com/chesstweets>>

Plan

To create this game, we must first enumerate the Twitter API requirements to inform our decisions. These are already provided by Twitter³. Based on these requirements we will define the requirements for our game. We may then design the essential game structure and mechanics. From all this we will derive requirements for player and bot I/O, and define an interface between Twitter API and our game I/O. With this basis we will Implement essential game mechanics. Then, as time permits, we can add additional functionality.

³ "Documentation." *Twitter*. N.p., n.d. Web. 9 Apr. 2016. <<https://dev.twitter.com/overview/documentation>>