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Group 5: Twitter Game Prototype

1.

Our project is to build a multiplayer survival-simulation game using a bot to perform actions for the game based on the tweets the bot receives after a certain period of time. The game will be based off a democracy system as the users will all send in a command that they wish to perform in the game. After some period of time, the bot will tally up the commands and choose the most popular command to execute. The target users are people who use Twitter and want to join a community to play a cooperative game. Some problems that are known is the limit that Twitter allows for sending tweets. The frontend of the game will be running on Twitter to receive user commands while the bot can run on a server waiting for tweets.

2.

We have been researching online of the limitations and functionalities that we can use from the Twitter API to meet our requirements. The techniques we use is a general interview to collect data about the user's perspective on Twitter and related streaming co-op games. *See interview questions and transcript below.*

Each interviewee was asked the following questions:
1.   Do you use Twitter?
2.   Do you play games? If so, what type of genre/games?
3.   Are you familiar with "Twitch Plays X" and democracy mode or co-op modes?
4.   How much time do you spend playing games in general?
5.   Would you play a semi-interactive co-op game?

Interview transcript follows:

We conducted a couple of interviews and got the following responses:
Do you use Twitter?
No.

Do you play games? If so, what type of genre/games?
No.

Are you familiar with "Twitch Plays X" and democracy mode or co-op modes?
Yes. Yes.

How much time do you spend playing games in general?
No time

Would you play a semi-interactive co-op game?
No.

-Danni

Do you use Twitter?
Yes.

Do you play games? If so, what type of genre/games?
Yes. Dark Souls. Counter-Strike, DoTA 2

Are you familiar with "Twitch Plays X" and democracy mode or co-op modes?
Yes. Yes. They're fun.

How much time do you spend playing games in general?
2-4 hours every other week.

Would you play a semi-interactive co-op game?
Yeah.

-Jason

Do you use Twitter?
No.

Do you play games? If so, what type of genre/games?
Yes, RPG, first and third person shooters. Anything but sports, puzzles, and CCG.

Are you familiar with "Twitch Plays X" and democracy mode or co-op modes?
Yes. Yes.

How much time do you spend playing games in general?
About two hours a day.

Would you play a semi-interactive co-op game?
Yes.

-Taylor

Do you use Twitter?
No.

Do you play games? If so, what type of genre/games?
Yes. First-person shooters, massive-multiplayer online, real-time strategy, custom combat game.

Are you familiar with "Twitch Plays X" and democracy mode or co-op modes?
No. No.

How much time do you spend playing games in general?
Eight to ten hours a day.

Would you play a semi-interactive co-op game?
I guess, yeah.

-Michael

Do you use Twitter?
Yes.

Do you play games? If so, what type of genre/games?
Yes. Role-playing games, first-person shooters, and strategy games.

Are you familiar with "Twitch Plays X" and democracy mode or co-op modes?
Oh my gosh, yes. Yes!

How much time do you spend playing games in general?
About two hundred hours a year.

Would you play a semi-interactive co-op game?
Yes. I would be.

-Tucker

Do you use Twitter?
Not too much anymore.

Do you play games? If so, what type of genre/games?
Yes. Shooters, horror, survival, and action games.

Are you familiar with "Twitch Plays X" and democracy mode or co-op modes?
Not familiar.

How much time do you spend playing games in general?
One to two times a week for a couple hours.

Would you play a semi-interactive co-op game?
Sure.

-Michelle

3.   Our design goal is to create a server side interface that processes commands from players that are sent over twitter. We were able to find people that agreed that a twitter based game was interesting and original idea. In the unofficial interviews we conducted in weeks prior many people showed interest. When we crafted questions and asked them many people told us they didn't play many games or use Twitter. This could be that the quarter was ramping up and they were busy doing work. Our design was changed not as much by the user data but more from the technical limitations of the Twitter API.

Sample Play Through
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[12:00:00] **@Ray:** @TwitterBot harvest
[12:00:01] **@Zach:** @TwitterBot harvest
[12:00:05] **@Nak:** @TwitterBot goto 2
[12:00:37] **@RandomUser1:** @TwitterBot harvest
[12:01:21] **@RandomUser2:** @TwitterBot harvest
[12:01:45] **@RandomUser3:** @TwitterBot goto 2
[12:02:13] **@RandomUser4:** @TwitterBot harvest
[12:02:31] **@RandomUser5:** @TwitterBot harvest
[12:03:09] **@RandomUser6:** @TwitterBot goto 2
[12:04:00] **@RandomUser7:** @TwitterBot harvest
[12:04:45] **@RandomUser8:** @TwitterBot harvest
[12:04:55] **@RandomUser9:** @TwitterBot goto 2

[12:05:00] **@TwitterBot:**
Top 5 Voted Commands:
Harvest : 8
Goto 2 : 4
(Only 2 commands voted on)

@TwitterBot: Harvest is the winner! Harvesting resources from planet 1.

[12:05:05] **@Ray:** @TwitterBot goto 3
[12:05:01] **@Zach:** @TwitterBot goto 2
[12:05:05] **@Nak:** @TwitterBot goto 2
[12:05:37] **@RandomUser1:** @TwitterBot goto 1
[12:06:21] **@RandomUser2:** @TwitterBot goto 2
[12:06:45] **@RandomUser3:** @TwitterBot goto 2
[12:06:13] **@RandomUser4:** @TwitterBot goto 1
[12:07:31] **@RandomUser5:** @TwitterBot This game is dumb
[12:07:09] **@RandomUser6:** @TwitterBot goto 2
[12:07:00] **@RandomUser7:** @TwitterBot goto 3
[12:08:45] **@RandomUser8:** @TwitterBot Where can I buy shaving cream?
[12:09:55] **@RandomUser9:** @TwitterBot goto 2

[12:10:00] **@TwitterBot:**
Top 5 Voted Commands:
Goto 2: 6
Goto 1: 2
Goto 3: 2
(Only 3 commands voted on)

@TwitterBot: Goto 2 is the winner! The ship has set off to Planet 2.

[12:10:05] **@Ray:** @TwitterBot harvest
[12:10:01] **@Zach:** @TwitterBot trade cargo for credits
[12:11:05] **@Nak:** @TwitterBot goto 2
[12:11:09] **@RandomUser6:** @TwitterBot goto 5
[12:11:21] **@RandomUser2:** @TwitterBot goto 1
[12:12:31] **@RandomUser5:** @TwitterBot harvest
[12:12:55] **@RandomUser9:** @TwitterBot goto 5
[12:13:00] **@RandomUser7:** @TwitterBot HaRvEst
[12:13:45] **@RandomUser3:** @TwitterBot harvest
[12:14:13] **@RandomUser4:** @TwitterBot goto 5
[12:14:37] **@RandomUser1:** @TwitterBot trade cargo for credits
[12:14:45] **@RandomUser8:** @TwitterBot goto 5

[12:15:00] **@TwitterBot:**
Top 5 Voted Commands:
Goto 5: 4
Harvest: 4
Trade cargo for credits: 2
Goto 1: 1
(Only 4 commands voted on)

[12:15:01] **@TwitterBot:**
Goto 5 and Harvest tied! Harvest wins the tiebreaker because it got the votes first! Vote faster next time!

Sample image below

Sample image showing the galaxy status that will be attached to each tweet.

Energy Remaining:
42 units

Energy Burn Rate:
1Unit / Hour

Emergency Energy:
1 Unit

Inventory:
0 Resources

Credits: 100

Current Planet: 1

Time Survived: 12 Days, 2 Hours, 15 minutes

Planet (1) Reource Status:
Possible remaining: 32 Units
Gathering cost: 2 energy units / 1 resource
Resource Trade Value:
13 credits / 1 resource
17 credits / 1 energy unit