

The logo for 'Campus Conquest', featuring the word 'Campus' in a light blue sans-serif font and 'Conquest' in a darker blue sans-serif font, with a large, stylized blue 'C' at the beginning of 'Conquest'.

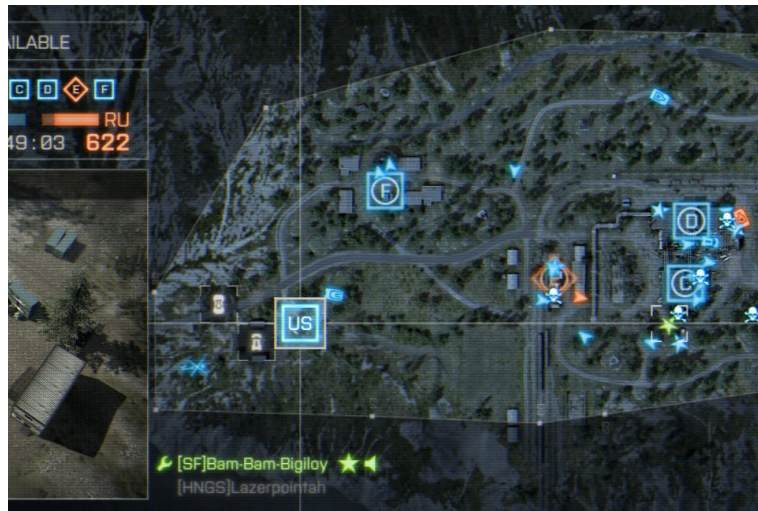
Game concept

Game idea



Similar to Conquest game modes from popular RTS/FPS games:

- Capture zones/flags
 - To be conquered by factions through players „being there“
 - Influenced by player skill factors
 - Fight enemies through „drawing“ polygons with your mates
- simple to learn, group dynamic can lead to complex matches/rapid twists



Game concept

Social context

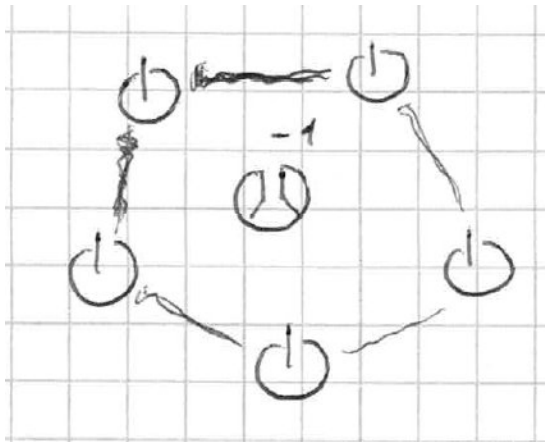


Short term:

- Per-match statistics
- Local group dynamics (+ real team work/conversation)

Long term:

- Rivalry between faculties
- Hierarchy system, faculty-internal ranks
- Member scoreboards
- Overarching interaction/discussion (forums, events, surveys)



Game concept

Obstacles



Several design decisions proved to be tricky to deal with

- Multiple factions → avoid stagnation/semi-deadlocks in capture zones?
- Long match length → semi-permanent server runtime (vs PlayFramework)?
- Semi-realtime updates of larger player numbers → performance optimizations?
- ...