

# **National Park Builder Scenario**

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The National Park Builder game will eventually allow players to interact with the map and provide most of the gaming aspects. The release that is covered by that scenario will make players able to login to the game in order to save their progress and interact with the game in terms of placing different types of buildings and interacting with them. The following release will also introduce two new indexes: money and fame, where the second will represent the “excitement” of players' parks.

## **Scenario “Authentication”**

The player starts the game by signing into their game account or creating a new account if he doesn't have one. Authentication is provided with a regular email/password combination. Once the user starts the game, the system tries to find users' authentication info in cookies and sign him in automatically. On successful login, the user may start the game with it's previous progress if there was one.

## **Scenario “Map Interaction”**

Once the user starts a new game, the unique map layout is generated and “assigned” for the user. If the user has the previous game progress, previously generated map layout will be displayed on the map. The map is an interactive interface being rendered by WebGL. The map displays all the buildings that were placed by the user and provides an interface for placing new ones. Once the user presses the specific building button from the list of buildings available to be placed on the map, the “dummy” building object (building model with half opacity) is displayed on the map and the user can move it to the desired position on the map.

The interactive map also handles user clicks on the placed buildings and once the building is clicked, the user will be able to choose what he wants to do with that building. For example, once the Cafe building is clicked, the user will have options to destroy or

move the building. If the building has some additional actions, the user will be able to choose between them as well.

### **Scenario “Guests excitement”**

In order to motivate users to play the game, each users' park will be linked with the “fame” or “excitement” index that will be shown to the user. As more buildings the user has, the more excitement the park will have. The excitement index represents how many guests are coming to the park and for how long are they staying here. The longer guests stay in the park, the more in-game money the user will receive, the more new unique buildings or upgrades the user will be able to build.

### **Scenario “Banking”**

The user has some initial money value that he could spend on new buildings or decorations for his park in order to get an initial park excitement index and get his first park guests. Those guests will pay for a park ticket in order to enter and spend money within the park. That is how the user will get money back and start getting revenue. The user will see his money value displayed on the screen and will get live updates on his income or spendings. Each building that the user wants to build and each building upgrade (if applicable) costs a specific amount of in-game money, so the user should spend his money wisely.