

Design Presentation

Rulers of the Kingdom

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Basic idea of the game:

- Players build up their kingdom
- Defend their kingdom and attack other people
- Mostly text based. Gives player overview of what happened
- Level up by buying more soldiers and building up defense mechanism
- Currency to level up is gold
- Gold can be obtained by attacking (and winning against) other players

What makes the game cool or unique:

- Game is very accessible; simple rules; easy to learn
- Focuses on quick interactions; does not have a long waiting time
- Game status is constantly saved in database to allow the user to stop and return from different devices at his leisure
- Play against other players
- Meet new people while playing or interact with friends

User Personas



Getrude the casual gamer

Getrude isn't really that much into video games. She likes to play occasionally for the fun of it. She mostly enjoys the social aspect of video games and plays against people she knows either offline or online.

Getrude doesn't want to be bothered with having to learn a lot of new concepts or rules for a game, she just likes to start playing. She doesn't play the same game often or for long periods of time. She mostly just plays when she's bored or other people ask her to play with them.



Tim the intermittent player

Tim likes playing video games a lot. It's one of his favorite hobbies. He does however have a life outside of video games. Tim expects a video game to entertain him for extended periods of time without getting boring or repetitive.

He is willing to invest time and effort into a video game to level up his characters and appreciate the story. He also does not mind having to learn a few basic rules and game controls at the beginning of the game.

Tim mostly plays by himself. But he's a cool kid. Really! He has friends, even some offline friends. He enjoys playing against people he knows and talking to them about what happened during a game.



Francis the dedicated player

Francis is a dedicated player but in a good way. He doesn't really do that much other than play video games. But that's ok he's really into it.

Francis usually focuses on playing one game for extended periods of times. Francis is very competitive and likes to compare his progress to that of other people. He hates noobs and gets really angry when he has to face an opponent that is a serious noob. In online games he expects the game to match him up against an opponent worthy of his time. However, even though he probably won't admit it, he also doesn't want to be matched up against players that are way better than him either.

Main requirements

1. Users can login and register.
2. After login users are shown an overview of their kingdom.
3. Players can use gold to upgrade supply, walls level and hire troops
4. Costs for upgrades increase as levels go up to increase game difficulty.
5. Players get a certain amount of gold after a login (provided that the last login was at least a day ago) so that they never run out of gold completely.
6. Display a list of players that can be attacked.
7. Players should be matched up against people that are roughly the same level.
8. After a battle the winner receives a certain amount of the losers' gold.
9. The losers troop count is also decreased.
10. Players should not be able to determine if they'd win or lose against an opponent in advance. They are only going to have access to basic statistics about their opponent but not troop structure or walls level.
11. The game should be fast paced without the need to be waiting for actions to complete.
12. Players should be able to change their profile picture.
13. Show an overview of top players.
14. Add additional types of troops and buildings.
15. Option to attack NPCs.

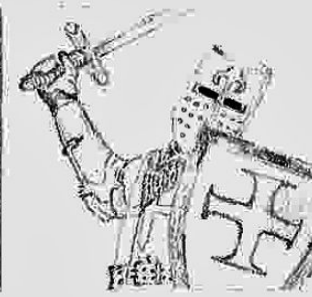
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could 7,15	would 12,13,14

Wireframes


RULERS OF THE KINGDOM

Gold	10000		
Supply	200	15000	+
Walls Level	2	100000	+

Footmen	100	+	
Bowmen	30	+	
Knights	50	+	
War Machines	20	+	



kingdom



opponents

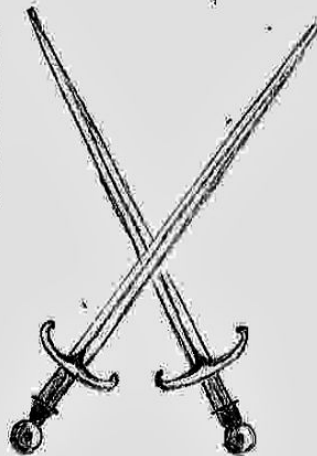
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LOGS

1. Battle

FLORIAN'S ARMY

Supply	200
walls Level	2



RUBEN'S ARMY

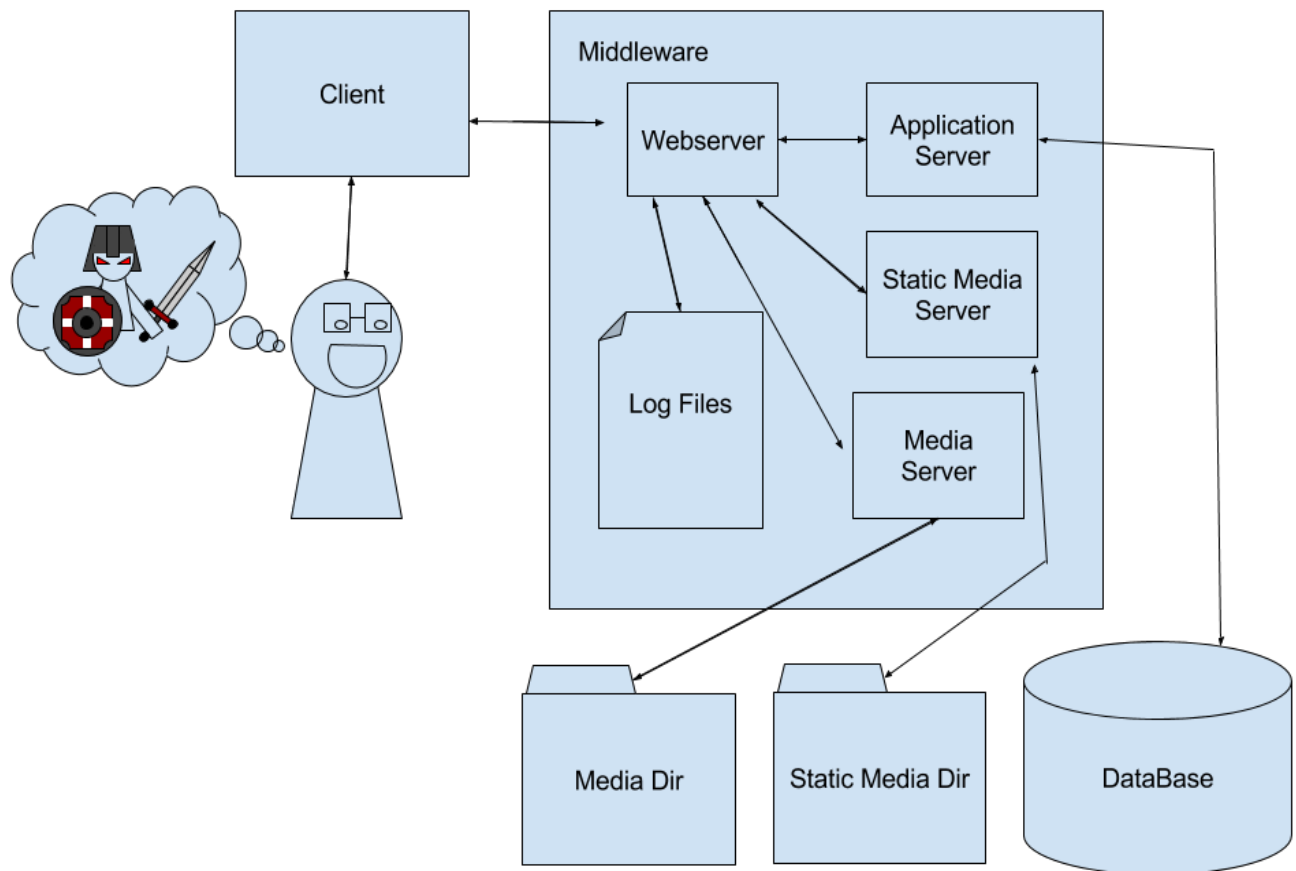
Supply	300
walls Level	3

Wireframe additional information

The **home** page presents in two tables an overview of your kingdom statistics such as your amount of gold, your supply level and your walls level as well as the structure of your army (footmen, bowmen, knights, war-machines). On the right you can find a list of your opponents (other users). You can battle them by clicking on their names and jumping to the **battle** page. On the center of the home page your avatar picture and your castle picture (different depending on your supply and walls level). On the bottom of the page there's the log textbox where the user can read textual information about what happened in the game such as attacks or upgrades etc.

The **battle** page shows the picture of the two challengers (you and your opponent) and a subset of statistics (supply level and walls level). No information about the structure of your opponent's army is revealed within this page so as to not give away who would win the battle.

High level architecture



Webserver

Will receive and reply to HTTP requests.

Middleware

Will deal with the HTTP requests from the client. It will request services from Application Server, Static Media Server, and Media Server while logging events in log files.

Application Server

Will deal with the database requests.

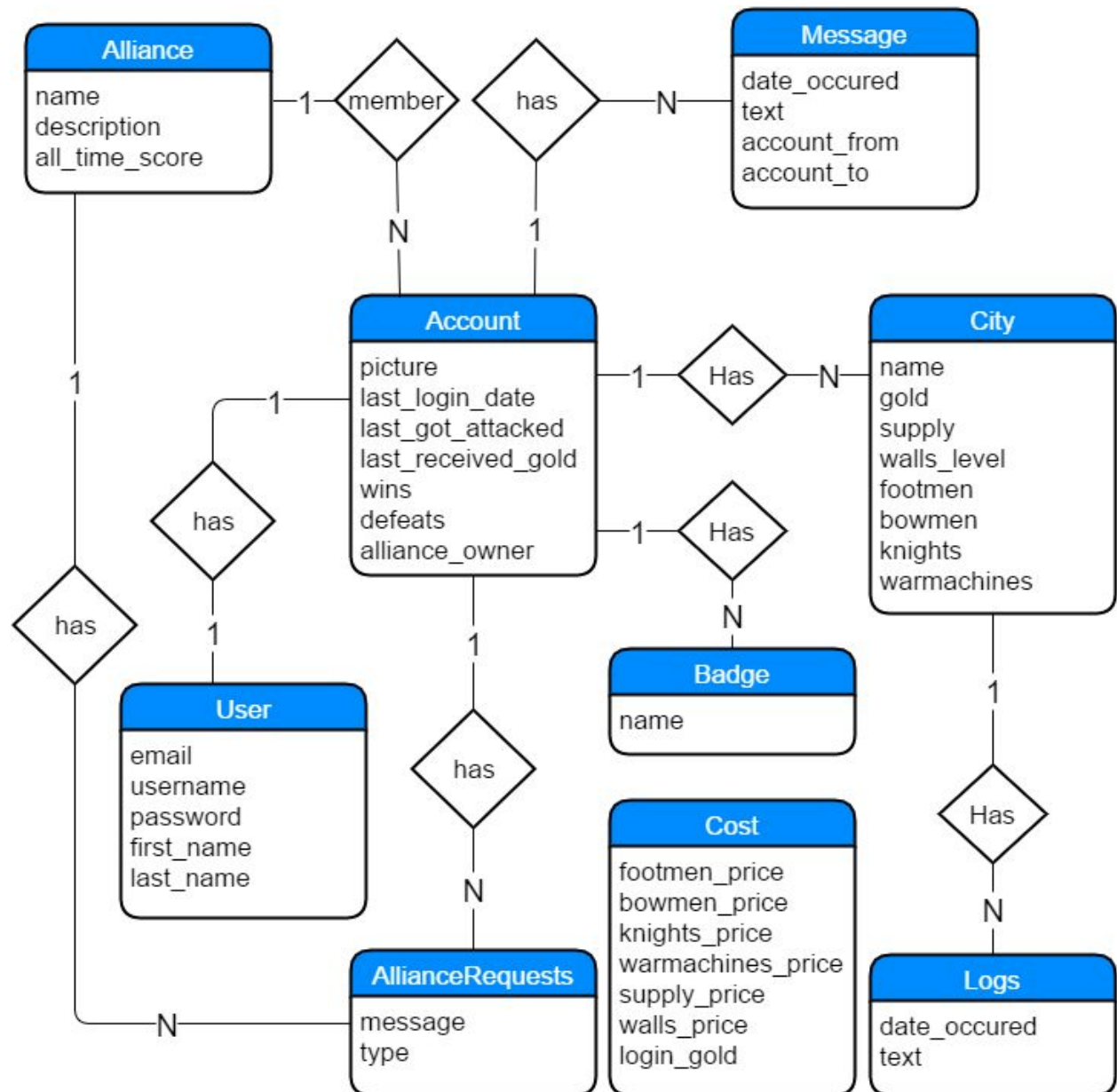
Static Media Server

Used to store the static media required for the page such as icons, logos and city images.

Media Server

Will have the media uploaded by users. This will include profile pictures.

ER Diagram



Additional Information ER Diagram

Account

The account contains the user information. “last_got_attacked” is the date he got attacked last and is used by the system to prevent the user from getting continuously attacked. Daily users receive gold for logging in to prevent them from ever completely running out of gold. This is represented by “last_received_gold”.

City

This table stores the city statistics of each account, including gold and troops. “supply” is the maximum troop count which the city can hold and can be upgraded. “walls_level” is the city’s defence mechanism which can also be upgraded.

Logs

Logs represent textual feedback that is shown to the user to state what previously happened. It contains the date and time it occurred on and the event itself.

Cost

This stores the basic costs. During runtime an algorithm is applied to calculate the actual costs of an upgrade by using the current level from the city level as well as the basic costs from the cost table.