Team Deadlock
The Orange Game
Project Requirements

Scenario 1 – Winning Condition
In this scenario, each logged in user controls their own group of players.

Startup

- User gets to choose an orientation (straight line, circle, etc)
- Each user logged in controls their own group of players (can be robots, animals, etc)
- User gets to choose which player hands their object to another player
- Minimum of 2 users logged in to start gameplay

Win Condition

- First user to get their players holding their own object(s) wins

User Actions

- Select player – selects which player will pass their object to the empty hand
- Select object – selects which object will be passed (the one in left hand or right hand)

 Restrictions

- Objects can only be passed to an **empty** hand of an **immediate** neighbor
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- Always one fewer object than hands; there must always be 1 empty hand

Scenario 2 – Cooperative/No independent win condition
In this scenario, each logged in user is an active part of gameplay

Startup

- User gets to choose an orientation (straight line, circle, etc)
- User gets put in a "room" of other players wanting to play that orientation and is assigned a color, or another unique attribute
- User is an actual part of gameplay; each user/player has 1 or 2 random objects in their hand
- Minimum of 3 players in room to start gameplay

Win Condition

- Team wins once each player is holding their own object(s)

User Actions

- Option 1 – In some order, each player takes a turn to decide which object will be passed (everybody gets a turn in organized fashion)
    - Select player – selects which player will pass their object to the empty hand
    - Select object – selects which object will be passed (the one in left hand or right hand)
- Option 2 – Player with open hand decides which object will be passed (not everyone may get a turn, decisions involve actively participating players)
    - Select player – selects which player will pass object into their empty hand
    - Select object – selects which object will be passed (the one in left hand or right hand)

Restrictions

- Objects can only be passed to an **empty** hand of an **immediate** neighbor
- Always one fewer object than hands; there must always be 1 empty hand

Dilemmas

- Should players be allowed to communicate with each other to discuss strategy? (chat, voting)