

CS408: Project Charter

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Problem Statement

The video game and Esports industry is massive, and only growing every day. At the forefront of the industry is the MOBA (Multiplayer Online Battle Arena) genre, where typically teams of 5 are pitted against each other in an attempt to ultimately destroy the enemy's base. MOBAs are also well known for their toxic communities though, as well as their steep learning curves. Currently, there is no alternative to learning a MOBA besides jumping right in and making all of your teammates mad. Our game aims to bridge the gap between absolute beginner and competent learner by introducing the player to the control scheme and camera style of a MOBA, among other details. The player will face hordes of enemies that come in waves at a time in order to earn a high score on the leaderboard.

Objectives

- Create a single player MOBA style game to experience a toxicity-free environment
- Create special boxes that players can pick to boost their attributes such as speed or damage
- Create several characters to play as, with unique abilities
- Create simple AI enemies to play against
- Create an extensive map with obstacles to play in
- Create a leaderboard for a competitive aspect

Stakeholders

- Beginner/new MOBA players (will be able to improve their skills with MOBA controls in a single player environment)
- Developers: Trevor Neidlinger, Dan Hipskind, Morgan Kaehr, Ben Kahlert, Tianchi Xu
- Project Owners: Trevor Neidlinger, Dan Hipskind, Morgan Kaehr, Ben Kahlert, Tianchi Xu
- Project Coordinator: Yi Sun
- MOBA and E-Sport companies (awareness and business will be increased from new players easing into the genre)

Deliverables

- Web-based game
- Phaser open source game framework
- HTML5 and WebGL front end with JS backend
- Firebase as our database for storing high scores and other potential information