

History Arcade Scenario

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The world trivia game will allow players to explore maps of the world during periods of historical significance, conquer regions of the map for their side, and have their historical knowledge put to the test. These scenarios will describe how a player can move about the map and interact with locations on it.

Scenario 1: “Move about the Map”:

The player starts the game from the command line by typing the executable name. When the player first launches the game, a menu will pop up asking if the session will be one or two players and what map they would like to play on. The user will also have the option of having a random number of rounds (between 25-150 rounds) or being able to select a specific amount of rounds. If there is no number of rounds specified there will just be a random amount rounds. There will also be an option of joining a specific room by entering the port number and ip address. If there was no game found, the user will be sent back to the main menu. The map will be retrieved from a list of different files, corresponding to the specific war. Upon success, the game will change scenes onto the gameplay screen. Upon entering the gameplay screen, there will be a list of buttons (Quit, Help). The players will then randomly spawn on different locations of the map. Then they will proceed to move around the map by selecting adjacent territories with mouse clicks. Turn order will also be randomly chosen by the computer.

Once it is a player's turn, they will be able to select a territory to interact with (has to be adjacent). If the territory is not adjacent to the user, the game will display a message stating the territory is not playable due to it not being adjacent to the user. Depending on the status of that territory's ownership the player can do one of the following:

- Neutral Territory: players will be asked questions and awarded the territory after enough points are accumulated. (See “Get and Answer Questions” Scenario)

- Contested Territory: players will duel for the territory and the territory will go to the player that has performed best (ties will go to defender).

Each player will have a set color assigned to them to determine how to color the map. When a layer wins a challenged territory, the challenged territory will change color to the challenger's color. Even if a territory was recently won and both players remain in the same spot, the loser will have access to whatever territory is around them. If the challenger loses the challenge, the challenger will move back to their previous spot and their turn ends. If no territory is owned by either user, the user will be free to wander any adjacent territory.

When the user exits the game, either by quitting or by an error, then the program should return to the main menu, allowing the user to join a new game or exiting the application all together.

HISTORY ARCADE!

One Player
Two Players

Server:
Join

Port:

Enter Number of Rounds:

Which map would you like to play on?

WWII Europe



WWI Europe



US Civil War





Round: 1



Name: Player 1
Territories: 1
Score: 0



Name: Player 2
Territories: 1
Score: 0

Player 1..

Time Left: 10 sec...

Submit

What nation invaded Poland causing the start of World War II?

☐ Great Britain
☐ Germany

☐ Romania
☐ Slovakia

Help

Quit

Scenario 2: “Get and Answer Questions”:

Once the player has selected a territory that is not already occupied, they can click on the area to display a new menu that contains a list of categories for questions. These categories can range from “War” to “Society” to “Interesting Facts” etc. The player will choose a category, and a question related to the category and area will be displayed to the player. The player may be presented with a free response or multiple choice answer. In the multiple choice question format, the player will have to choose the correct answer from four different answers. In free response question format, the player will have to type out an answer, and if the answer matches the answer in the database, the player gets the answer correct.

A timer will keep track of how long the player is taking. The timer will be more relaxed for the first few rounds but be shorter, as the game progresses to make the game hard. If the player runs out of time, the question will be marked wrong and the turn will move to the next player. Once, there are 10 seconds left for the player to answer the question, the timer will also be highlighted to draw attention to the fact that the player is running out of time and should answer soon.

If the player answers the question correctly, the player gains points and can conquer the territory. In this case, the territory in question will be colored in the player’s color. If the player gets the question wrong, the game moves on to the next player and the whole scenario is repeated. The scoreboard will be updated to reflect accurate territories.

A basic AI in this game will exist on the server end. Once a player connects and enters single player mode, the server will play against the player and will choose answers randomly. Once enough rounds have been played, the AI will get smarter and have a 50% chance of picking the correct answer.



