I NEED MORE BULLETS

An arcade game based on Unity

GROUP 7

PRESENTATION OUTLINE

01.
Game Elements

02.
Database overview
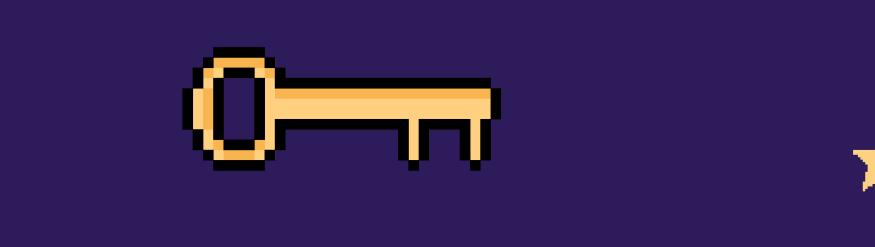
03.
User Journey & Database techniques
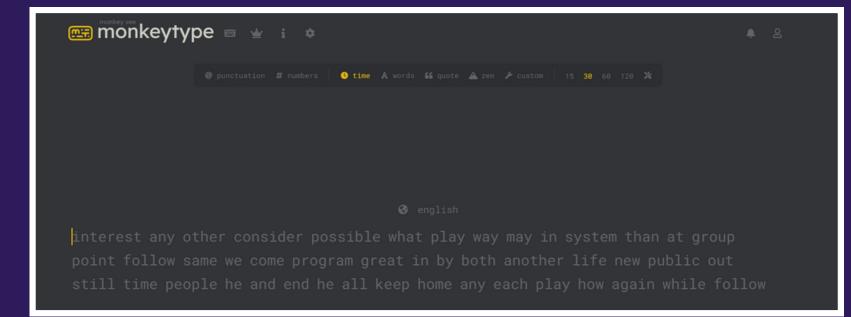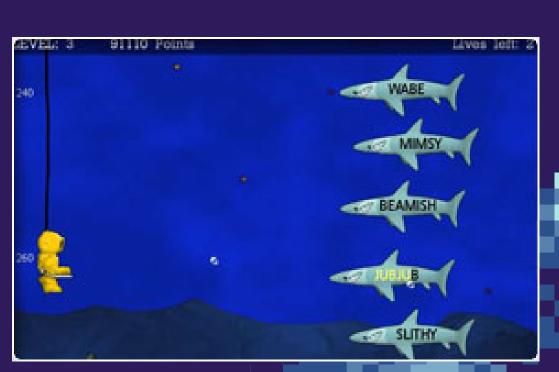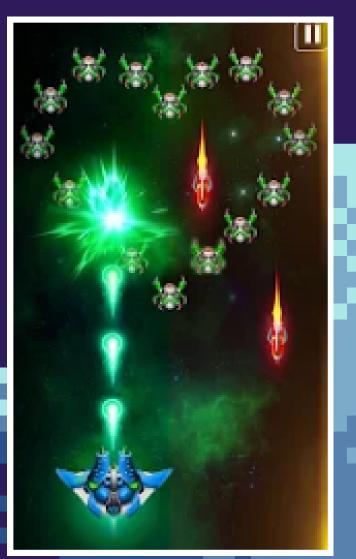
GAME ELEMENTS

GAME ELEMENTS

- Typing game inspired by the popular online typing speed simulator "Monkey Type"

- Combined with an arcade space shooting game element

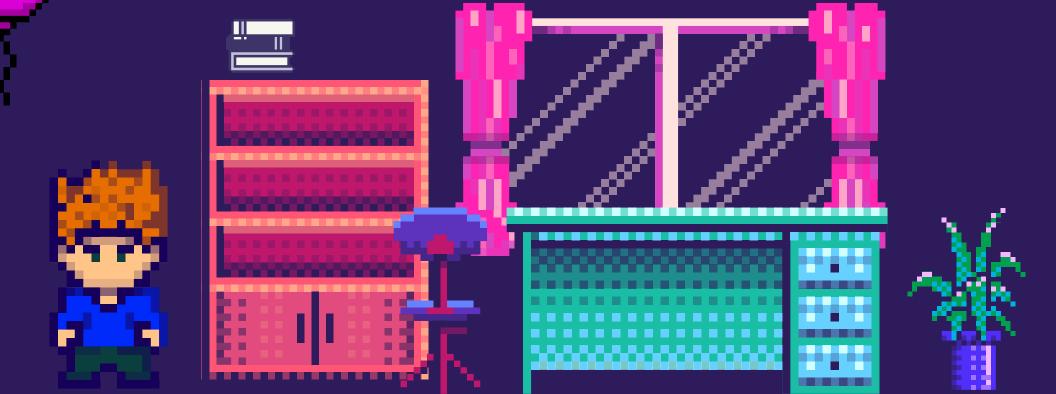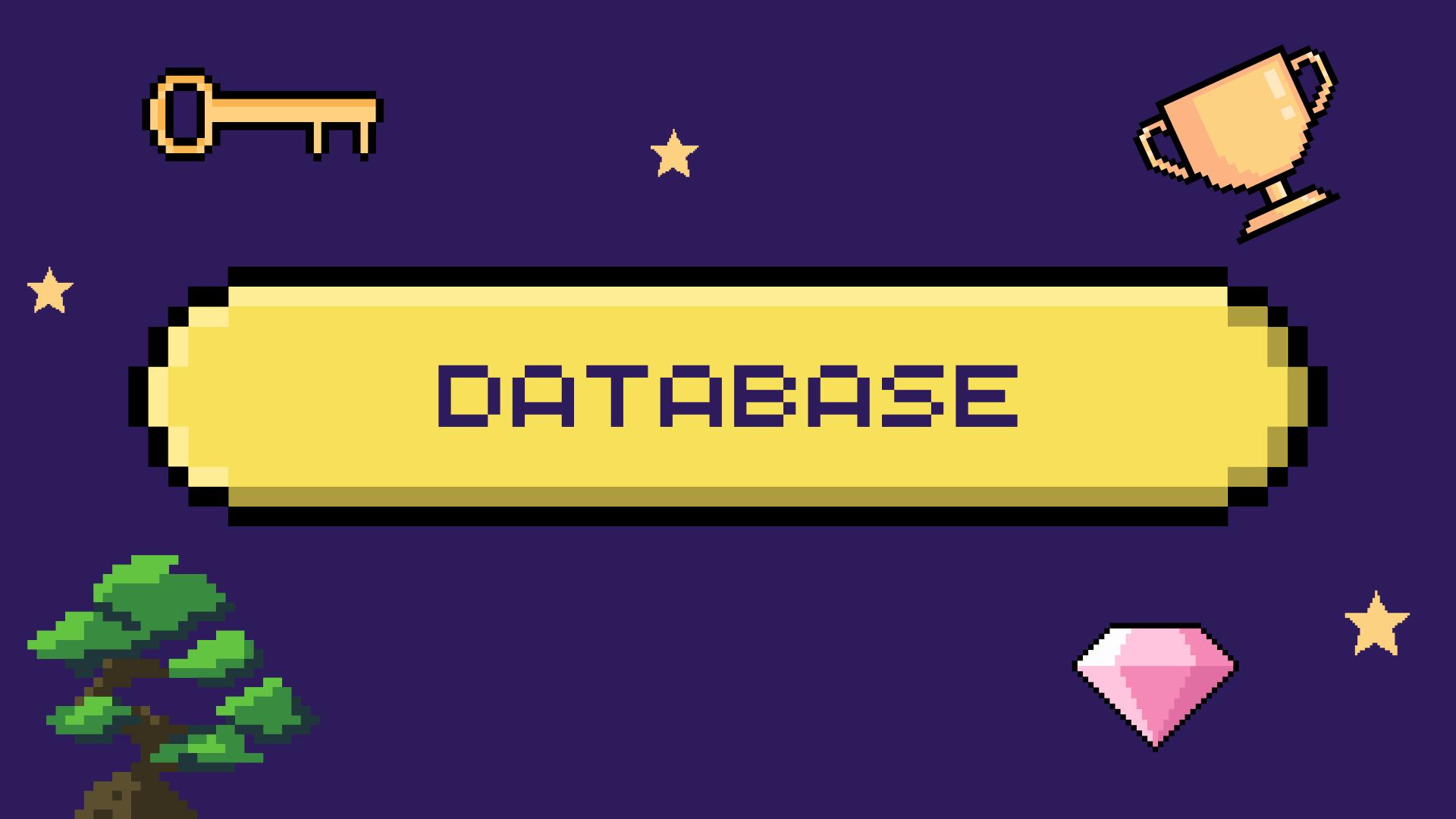- Similar to the game "Typer Shark!" created in B.E. 2006

GAME ELEMENTS

The goal of the game is for players to practice typing. Collect items that can be unlocked through in-game currency, collect achievements, and climb the leaderboard to reach the top.

Menu

Achievements

Free Falls x1 — **Beginners Luck** — Descriptive text to be placed here

Nectar Points x1 — **Nectar Points** — Descriptive text to be placed here

Free Falls x5 — **You're On A Roll** — Descriptive text to be placed here

Honey Grabber x5 — **Honey Grabber** — Contribute to the honey pot x5

Select a Color!

INSTANTLY UNLOCK ALL DYES

EQUIPMENT

LEADERBOARD

1 — Player Name — ★★★★★ — 2980

2 — Player Name — ★★★★☆ — 2721

3 — Player Name — ★★★★☆ — 2579

DATABASE

EERD

Achievement
- Achievement_name
- Achievement_description

N   (1,M)

Gain — Achievement_condition

pattern

color

Ship Skin

Bullet skin

Username

Password

gamer_tag

'Ship Skin'

'Bullet Skin'

M   (1,M)

d

SkinType

Settings

1   **edit**   1   **Player**   M   **Unlock**   N   **Skins**

(1,1)   (1,1)   (1,M)   (1,M)

- difficulty
- audio_volume

skin_name

skin_description

(0,1)   M

ranked on

unlock_condition

score_id

(1,M)   1

Leaderboard

score_amount

date_time_added

is_highscore

DESIGN FOR MYSQL

arcade_game achievement
- achievement_name : varchar(50)
- achievement_description : varchar(150)

arcade_game gainachievement
- achievement_condition : varchar(150)
- username : varchar(50)
- gamer_tag : varchar(5)
- achievement_name : varchar(50)

arcade_game ship_skin
- pattern : varchar(50)
- skin_name : varchar(50)

arcade_game setting
- difficulty : varchar(50)
- audio_volume : float
- username : varchar(50)
- gamer_tag : varchar(5)

arcade_game player
- username : varchar(50)
- password : varchar(50)
- gamer_tag : varchar(5)

arcade_game unlockskin
- unlock_condition : varchar(150)
- username : varchar(50)
- skin_name : varchar(50)
- gamer_tag : varchar(5)

arcade_game bullet_skin
- color : varchar(50)
- skin_name : varchar(50)

arcade_game skin
- skin_name : varchar(50)
- skin_description : varchar(150)

arcade_game leaderboard
- score_id : int(11)
- score_amount : int(11)
- date_time_added : date
- username : varchar(50)
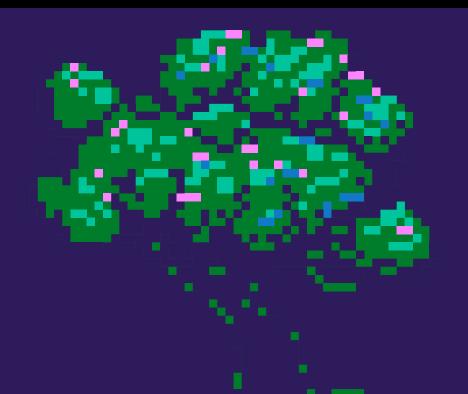- is_highscore : tinyint(1)
- gamer_tag : varchar(5)

USER JOURNEY &
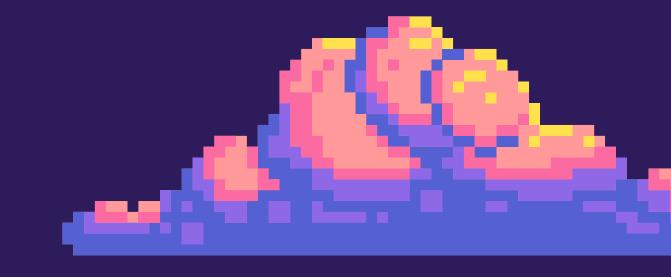DATABASE TECHNIQUES

LOGIN/SIGNUP

- The first element the user will encounter
- User can register and log in to track their statistics and unlockables
- 'Player' entity will be the main entity for this database
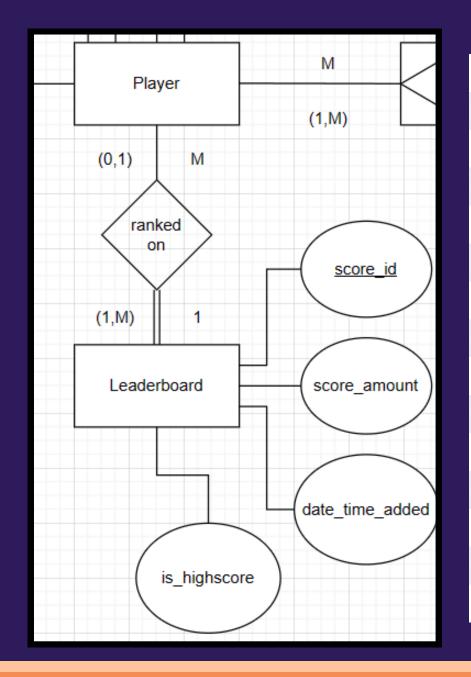- Main Techniques Involved: INSERT, UPDATE, DELETE

Username

Password   M   (1,M)   gamer_tag

1   M

Player

(1,1)

(0,1)   M

USERNAME

PASSWORD

PLAY

GUEST?

GAME SESSION AND RESULTS

- The user will gain access to the main game page where they can access all elements of the game
  Ex. Gameplay, Unlockables, Leaderboard, Settings, etc.

- After a completed game session, the score results will be sent to the leaderboard

SCORE: 32
HIGHSCORE: 571

GAME OVER
RETRY
MENU

LEADERBOARD

- At the end of every match, user results will be ranked on the leaderboard
- A player can hold up to 10 scores at once
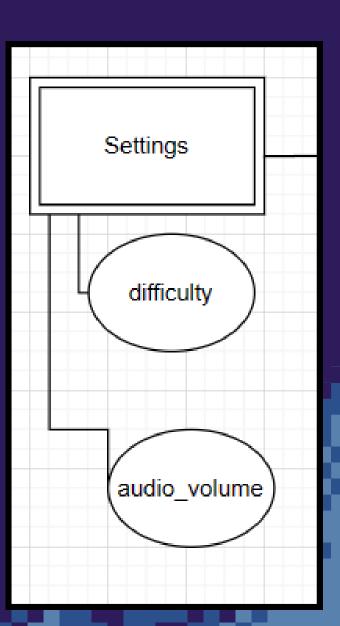- Main Techniques Involved: INSERT, UPDATE, SELECT, DELETE

SETTINGS
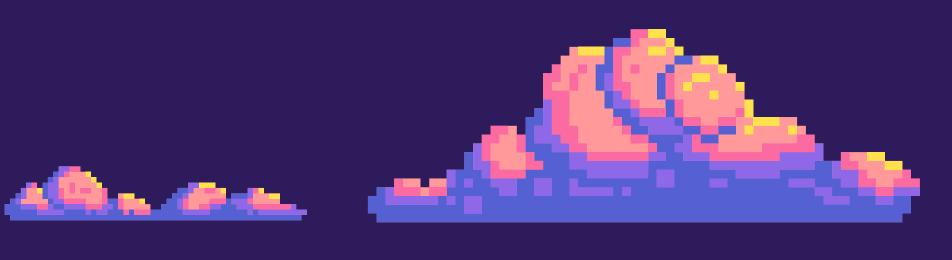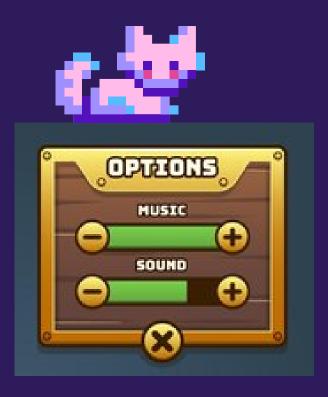
- After the user has the main idea of game, they can adjust according to needs ex. difficulty, audio volume, etc.
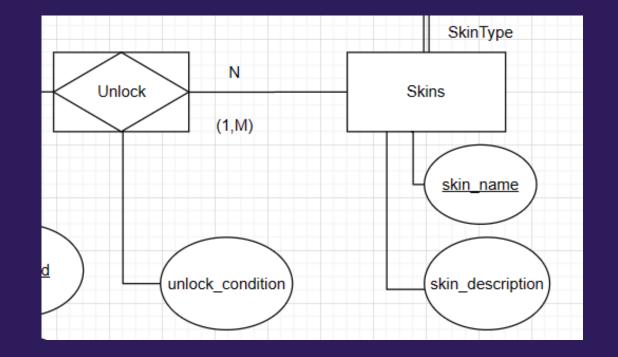- Main Techniques Involved: INSERT, UPDATE, SELECT

Settings

difficulty

audio_volume

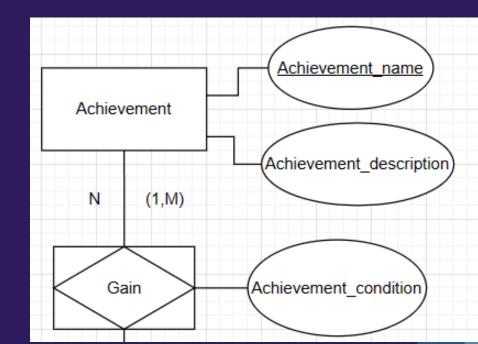# ACHIEVEMENTS & UNLOCKABLES

- Users have achievements they can try to get. Some of these may unlock additional ship or bullet skins according to their condition.
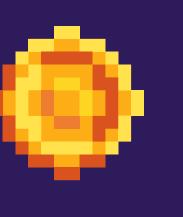- Main Techniques Involved: INSERT, SELECT

PROJECT TIMELINE

<u>Timeline</u>

Week	Month	Date	Plan
Week 11	Oct	24	Proposal presentation
Week 12	Oct	31	Core gameplay creation (Unity + C#)
Week 13	Nov	7	Basic Database implementation (SQL + C#) [First unrefined version of the game complete]
Week 14	Nov	14	Advanced gameplay and database techniques addition
Week 15	Nov	21	Final touch-ups, bug fixes, and submission