DAT602 Milestone 1

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Story/Goal

Players will be tasked with exploring an open map, collecting Hidden Items. Items will vary in colour and will either boost or deplete the players Life Dew. If the life dew runs out, players “Die” or “Fail”. When a players Life Dew fills right up, they level up. The challenge is that is impossible to tell which Items have a positive or negative effect. Players will gamble picking which Item they wish to pick, colours dictate a smaller or larger portion of Life Dew given or taken.

Items that give- Pog

Items that take- cringe

Strategy

If a player has low Dew, they should gamble less and pick Items that give/take lower Dew, as the player progresses they can start gambling bigger and gain/lose more Dew quicker.

Sketches

A picture containing diagram

Description automatically generated

Diagram

Description automatically generated

What have I done? First, I had to make decisions regarding the design of the game, I’ve learned from previous experience that it’s very easy to go over scope, so I’ve tried to keep it as simple as possible while still meeting the criteria.   
While writing the game brief I was very conscientious with each decision I made that I was keeping within the scope, and that the changes wouldn’t over complicate the game or blow up the size of the database.

The idea for “gambling” with colour coded items was developed mostly to keep the project scope down. I’m currently considering only having 4 different items:

* Big Positive
* Small positive
* Big negative
* Small negative

The next thing I created was the ERD, I created this by skimming through the brief and picking out my entities and attributes. Next, I cross referenced the ERD with the requirements which reaffirmed to me that I was meeting requirements and had all necessary elements. I think this was an effective method as it ensures that data is consistent across all documents, and you can easily catch things that tend to fall through the cracks. I understand that during this point of the project, my ERD is bare, but I have no doubt as I proceed the diagram will change and become complicated. It will be a conscious effort that as more needs and functionality are unearthed that the ERD will be updated to reflect these (an iterative approach!)

Then I started on the SQL, I began with just the basic code structure and built on that. I listed all my entities and referenced the structure Xander and I used during the class activity. Every time I realised I needed more functionality, I wrote it down as a comment. I’m also aware that at this point my SQL is no where near complete and still needs a lot of work, but I feel confident. I also changed the names on the ERD and have not updated sql.

As of today, I have realised I’m missing an entity for chat and so this will need to be added into everything. I assume chat will be it’s own entity. Also under character I need to add in something about the different colours to differentiate players.

CRUD table

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Entity/Attribute | **Check Username in Database** | **Register New User** | **Check Password against Username** | **Lock Account** | **Successful Login/Lobby Loads** | **Start New Game** | **Join Existing Game** | **Player Moves** | **Game Ends** | **Player Logs Off** | **Open Admin Console** | **Admin Kill Running Game** | **Admin Delete Player** | **Admin Creates New Player** | **Admin Edits Existing Player Info** |
| **Player** | R | C |  |  | R | R | R |  | RU | RU | R |  | D | RC | RU |
| Player ID |  | C |  |  |  | R | R |  |  | R | R |  | D | C | R |
| Username | R | C | R |  | R |  |  |  |  |  | R |  | D | RC | RU |
| User Password |  | C | R |  |  |  |  |  |  |  |  |  | D | C | RU |
| Email |  | C |  |  |  |  |  |  |  |  |  |  | D | C | RU |
| Locked User | R | C |  | U |  |  |  |  |  |  |  |  | D | C | RU |
| Admin User |  | C |  |  | R |  |  |  |  |  |  |  | D | C | RU |
| Login Attempts | R | C | RU |  | U |  |  |  |  |  |  |  | D | C | RU |
| User Online | R | C |  |  | U |  |  |  |  | U |  |  | D | C | RU |
| Hit Total |  | C |  |  |  |  |  |  | U | U |  | U | D | C | RU |
| Miss Total |  | C |  |  |  |  |  |  | U | U |  | U | D | C | RU |
| High Score |  | C |  |  | R |  |  |  | RU | RU |  | RU | D | C | RU |
| **Game** |  |  |  |  | R | C | R | U | U | U | R | U |  |  |  |
| Game ID |  |  |  |  | R | C | R |  |  |  | R |  |  |  |  |
| Type |  |  |  |  | R | C | R |  |  |  | R |  |  |  |  |
| Turn |  |  |  |  |  | C | R | U |  | U |  |  |  |  |  |
| Game Status |  |  |  |  |  |  |  |  | U | U | R | U |  |  |  |
| **Session** |  |  |  |  | R | C | CR | U | R |  | R | R | D |  |  |
| Player ID |  |  |  |  | R | C | CR |  |  |  | R |  | D |  |  |
| Game ID |  |  |  |  | R | C | CR |  |  |  | R |  | D |  |  |
| Hit |  |  |  |  |  | C | CR | U | R | R |  | R | D |  |  |
| Miss |  |  |  |  |  | C | CR | U | R | R |  | R | D |  |  |
| Score |  |  |  |  |  | C | CR | U | R | R |  | R | D |  |  |
| **Board** |  |  |  |  |  | C | R | RU |  |  |  |  |  |  |  |
| Board ID |  |  |  |  |  | C | R |  |  |  |  |  |  |  |  |
| Board Type |  |  |  |  |  | C | R |  |  |  |  |  |  |  |  |
| **Player Board** |  |  |  |  |  | C | CR |  |  | U |  |  | D |  |  |
| Player ID |  |  |  |  |  | C | U |  |  | U |  |  | D |  |  |

Note to self to add chat

ERD

Collects

Item

Positive

)

pog

(

Negative

)

cringe

(

Player

User ID

Passcode

Has

Life dew

Score

Changes

Risk

User type

Login fails

Tile

Is on

Has

Home tile

ID