

DAT602

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Game Brief

POGemon

Game Rules and Requirements

- Design and implement database and game prototype
- Multiuser access to database
- Point-and-click or keystroke, tile-based game
- Collect items by moving around, competing against other players who are on the map concurrently. The install is not on one singular device, but multiple.
- Players must be able to register and login
- Players move to desired tile when it is clicked. Only neighbouring tiles.
- Players start on “Home tile”
- Only one player can occupy a tile at a time except home tile
- First player to click will move
- Clicking items on tiles leads to gaining or losing points
- Tile empties after player moves
- Data remains stored when player leaves game
- If player returns to game, they will return to the tile they last occupied, if not they must click a neighbouring tile to continue game
- Players accumulate items (They will need inventory idk if this needs to be accessed in game)
- Database must keep track of player inventory and state
- Each time the player moves tiles, the database must track and store this, same as game asset locations
- Text chat functionality for player communication
- Delete account function
- Some players need Admin accounts
- System must detect names not existing in database, and will prompt user for password and advise that they are starting a new game
- If system accepts new name and password, name and details are displayed to online players
- If name already exists in database, player is prompted for a password, if the password they submit is checked to see if that password is correct
- System will lock player out if 5 unsuccessful attempts are made
- If existing player logs in, name and details are displayed to online players
- Game will have GUI

Admin permission

- Kill running games
- Add new players
- Update data on existing players
- Remove existing players

Story board for Login and Registration

Rows and columns

Unsuccessful attempts

Visual

Absolute barebones. There are no marks for aesthetic.

Idea! Make charas different colours to distinguish them. V smart.

Scope

I am not confident in the GUI aspect, so I will keep this minimal.

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

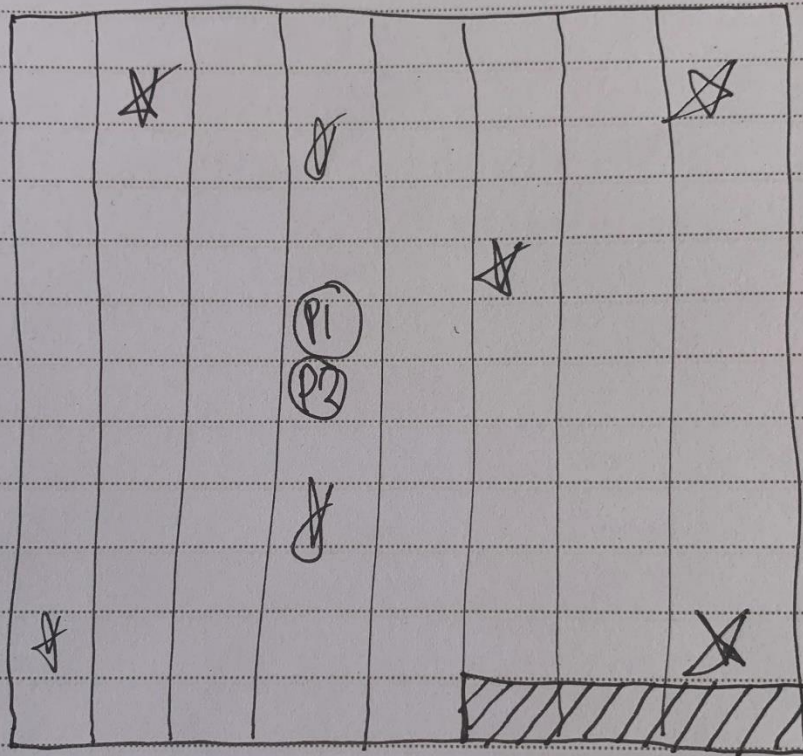
Items that take- cringe

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

DA1602 Project Sketch

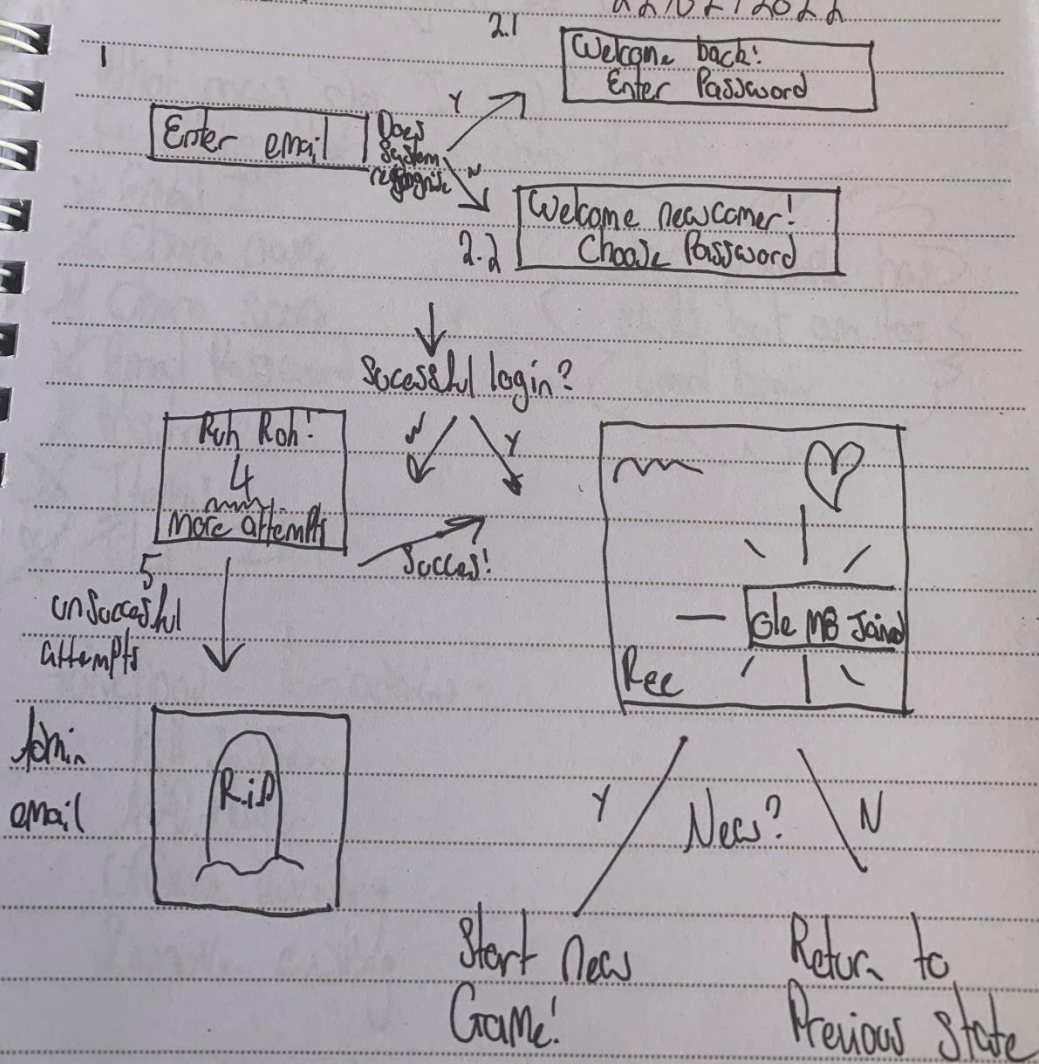


○ - Player
★ - Item
▨ - Chat bar

Dat 602

2 mang2s

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Primary and Foreign Keys

PK

Email

Tile type ID

Row

Column

Type

TileType

ItemID

AssetID

AssetID (PK)

PlayerID (PK)

AssetID (FK) player (ID)

PalyerID (FK) Asset (ID)

ChatID

MapID

FK

Tile ID

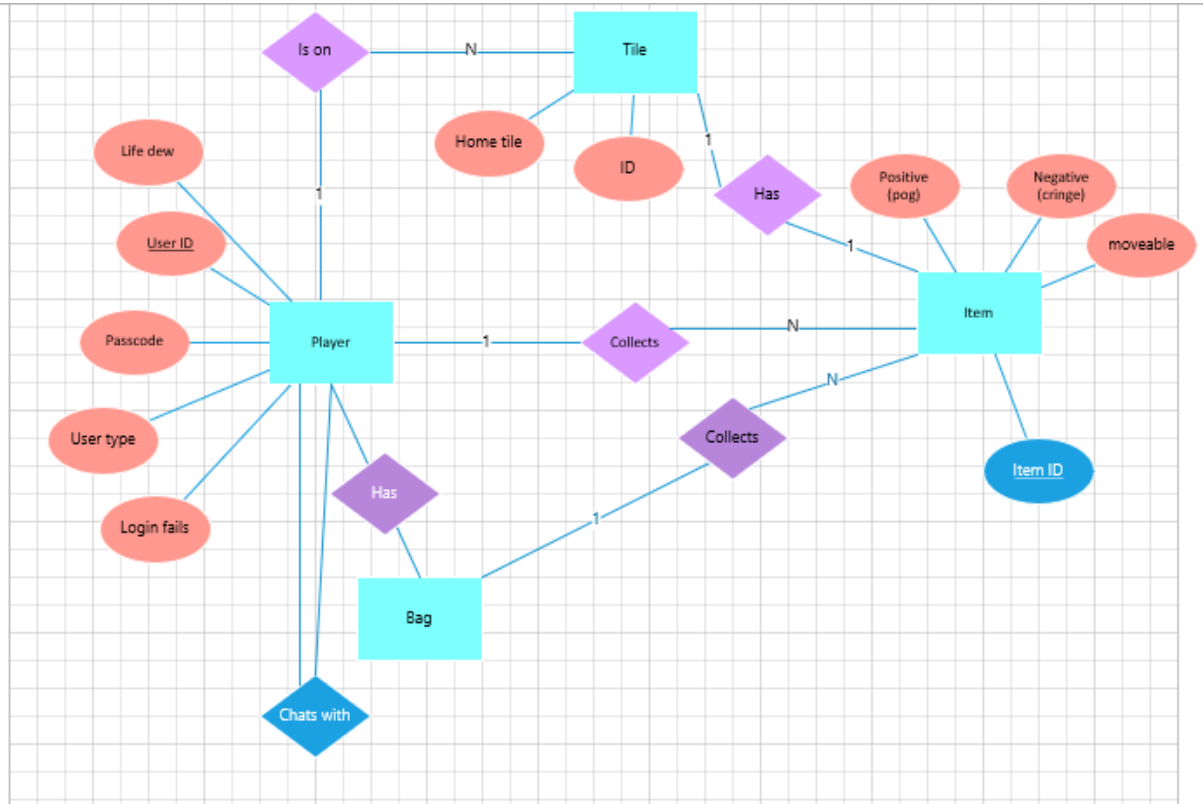
Tile Type

TitleID (FK) (row, column)

AssetID (FK) player (ID)

PlayerID (FK) Asset (ID)

Conceptual ERD



CRUD table

CRUD table

Entity/Attribute	Check Username in	Register New User	Check Password against	Lock Account	Successful Login/Lobby	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
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		