CS 30700 Group 5

Project Gwent Mobile

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Repository: https://github.com/wei184/Team5-Project

1. Problem Statement

Mobile trading card games like Hearthstone is very popular comparing to traditional card games. The tradition card games usually come in physical edition. The setting up of a physical card game is very time-consuming. However, if we implement it on a mobile platform the application can set up the games for the player. That makes the game a lot easier to play thus much funnier to play.

2. Background information

In our card game, people can build their own card deck with the cards they like on the card collection in the game and use the deck to play with other players. In order to make their decks stronger they need to collect more cards by wining from others or trading with others. We can also add new features and new cards in the future for updating. Our team wants to develop a mobile trading card game for entertainment.

3. Requirements

Functional Requirements

1. As a player I will have to build my own deck.

2. As a player I will like to view the card collection to decide how to build my deck.

3. After building the deck I will like to know how to play this game which mean we will need a game instruction.

4. As a player I will like to play with computer when there is no other player to play against so we will have to set up a single player mode.

5. As a player I will like to play with my friends so we will set up a multiplayer mode.

6. As a player I will like to show my nickname and avatar I like when playing against other.

7. As a player I will like to build multiple deck for different play styles.

8. As a player I would like a tutorial of the game besides instruction.

9. As a player, I would like to choose my mother language.

10. As a player, I would like to adjust the volume during the game.

11. As a player, I would like to see battle report after each game to know how I can improve my skill.

12. As a player, I would like to see certain animate effect during the gameplay for better experience.

13.As a player, I would like to have a friend system so we can play with each other next time.

14.As a player, I would like to play with another player is in the same level as me.

15.As a player, I would like to see some challenge in the game which means it should have something like story mode.

16.As a player, I would like to practice with AI to improve my skill which means it should have something like practice mode.

17. As a player, I would like to have a shop in the game where I can buy new cards.

18. As a player, I would like to trade with other players.

19. As a player I would like to win a reward when I complete story mode.

20. As a player I would like to see some building guide of the deck.

Non-functional requirement.

1. The game has to run on Android.

2. The game has to run on IOS.

3. The game will be upgradeable for new features in the future.

4. User interface should be simple so that the user won’t have any difficult how to play the game and what is the functions of the buttons.

5. User should have the option to send a bug report.

6.User can report player with bad behavior in the game.

7. The server must be able to handle at least 100 people at the same time.

8. The respond time of the buttons should be reasonable.

9. The user can log in with Facebook accounts (if time allows).

10.The application should protect the user’s account information.