CS 440 Group 4 - Crimson

Parth Mody, Ed Manolache, Suraj Shetty, Vishal Doshi

Second Scenario

The player starts the game by opening the app on his android phone. He creates an online profile for the game. After successful completion of sign-up, he sees a tabbed interface showing "Crimson", "Resources" and "Character".

Crimson
This tab shows a list of nearby places based on the user's current GPS location at which point the user then checks-in to their current location. The user has the option of selecting to either "Forage", "Plan Ambush", or change their current altitude to give the user a strategic advantage. The user decides whether they want to forage or ambush another user based on the location's available resources and the number of people foraging in that area.

Resources
This tab shows the general information regarding the resources collected such as lumber, gold and stone as well as the player's inventory of artifacts that have been collected at various locations.

Character
This tab lists essential user information, including which clan the user belongs to, vital statistics like health, win-loss ratio, and total resources collected over time. This tab also includes a settings icon where the user can edit their profile information.

Scenario:
The user opens the app on his phone.He creates an online profile where he enters basic information along with the clan he wants to be part of. The user walks into a certain location and decides to "check in". After the check-in, the screen shows various statistics and two different courses of action namely "Plan Ambush" and "Forage". The "Forage" mode would enable the user to collect resources and strengthen his position in the game. In this mode the user is vulnerable to be attacked either by another player in the same area or an AI agent. The "Ambush" mode would mean the user is hidden by the system from potential attackers and can decide to attack other players in the same area.

When a user is foraging at a certain location, there may be other users who might be foraging along with him at that place. The rate of depletion of the resources at the location would be directly proportional to the number of users currently foraging at that location. Also the resource collection would depend on the altitude selected by the user at the time of check-in. When a user is foraging at a particular location they are vulnerable to an attack by any other user. The user at that point enters into battle mode with the attacker. Winning battles allows the user to grab resources from the defeated user. Resources, health and artifacts of both the parties engaged in battle would determine the outcome of that battle.