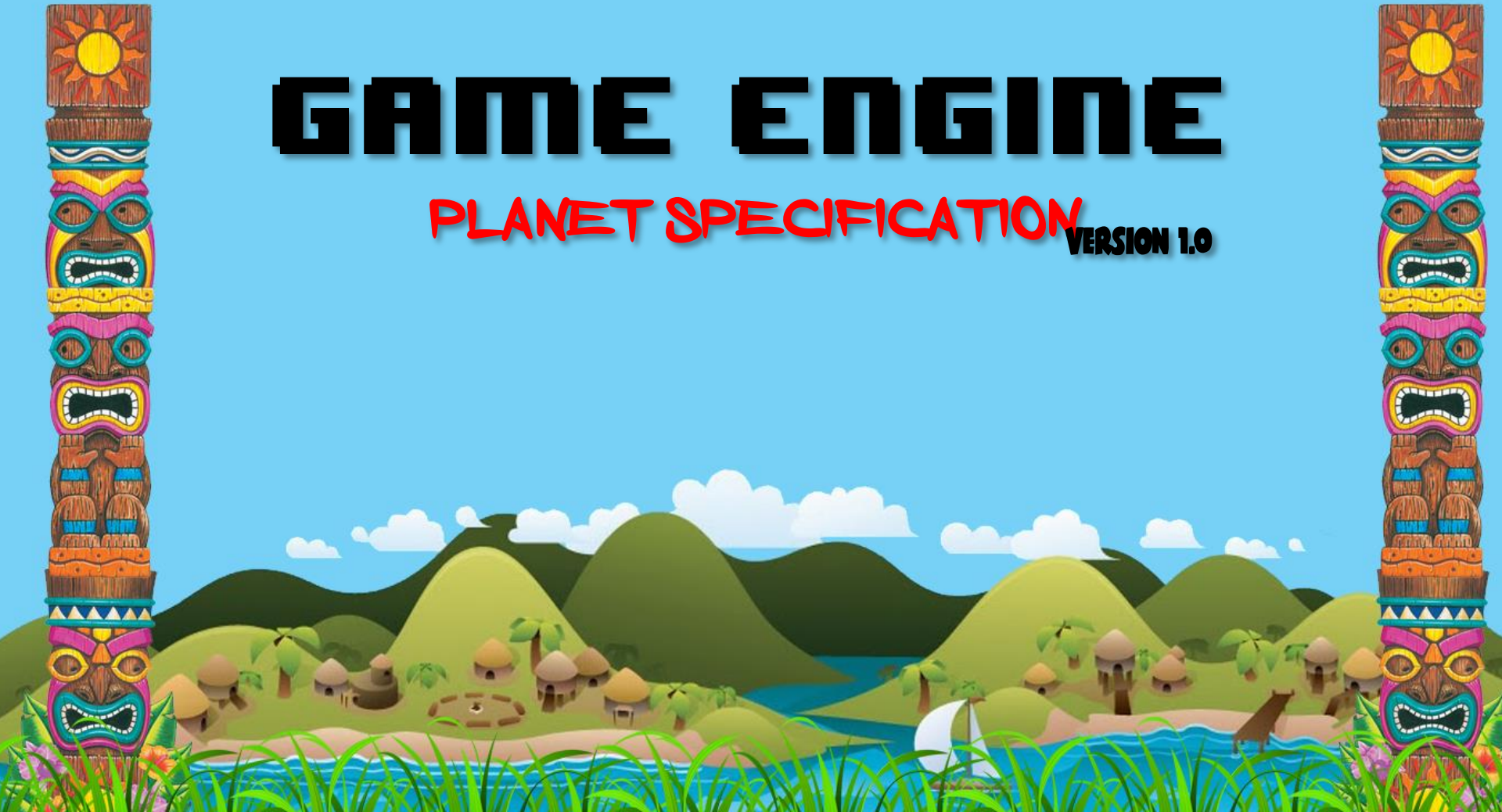


KAHUNA STUDIOS

GAME ENGINE

PLANET SPECIFICATION VERSION 1.0



OBJECTIVE

This document will define the feature of how players will populate planets in the game. It will cover the following information:

- Database Tables
- Table Relations
- In-Game Population Sequence

DATABASE TABLES

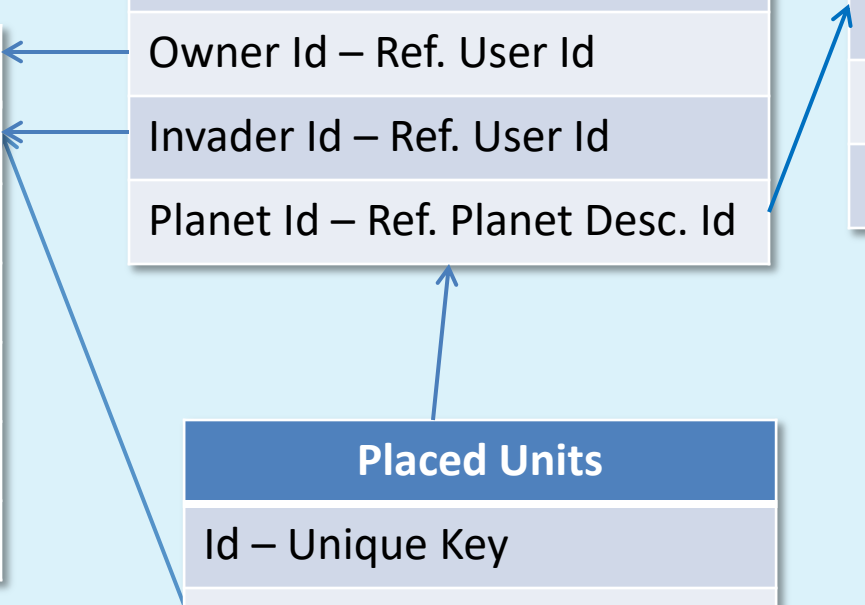
Users
Id – Unique Key
Username
First Name
Last Name
Email
Password

Game Units
Id – Unique Key
Name
Description

Planet (Level)
Id – Unique Key
Owner Id – Ref. User Id
Invader Id – Ref. User Id
Planet Id – Ref. Planet Desc. Id

Placed Units
Id – Unique Key
Owner Id – Ref. User Id
Planet Id – Ref. Planet Id
Unit Id – Ref. Game Units Id
Position (x,y,z)
Rotation (x,y,z)

Planet Descriptions
Id – Unique Key
Name
Description



IN-GAME POPULATION SEQUENCE

New owner places units
in level/planet

Save level data



Challenger places their
units in level/planet

Wait for challenger

Save level with
challenger data



Wait for battle to begin

