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

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

Planet Descriptions
Id – Unique Key
Name
Description

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

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)

Game Units
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