

Intro to ITWS Group 8 - Table Turf Battle Deck Builder

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Overview:

Splatoon 3 is an online multiplayer video game for the Nintendo Switch family of systems. In the game, you play as an Inkling or an Octoling who wields a weapon that shoots colorful ink, which can cover the ground like paint. You battle in 4v4 multiplayer matches called “turf wars” in which you must fight to cover the most ground in a 3-minute time limit.

The game has reached both casual and competitive audiences. The game’s colorful presentation and easy-to-learn gameplay loop allow the game to be enjoyed by kids, and the difficult ranked modes and deep core mechanics allow it to be enjoyed by veterans and professional players.

There are already various websites like <https://sendou.ink/> that take advantage of this competitive scene, allowing users to create builds, plan attacks, and check on which teams are the best of the best. We would like to fill a similar hole in one of the game’s side modes: Table Turf Battle.

Table Turf Battle is a card game conversion of the in-game mechanics. Where you must use cards to cover turf in a limited number of turns. This game mode is brand new to Splatoon 3, and many are already planning their card decks and strategies for when the mode eventually gains online multiplayer in a future update. But there is no website available for creating and sharing Table Turf Decks.

This is where we come in. We would like to create a simple but effective deck builder for Table Turf Battle, with the ability to allow players to export their decks as JSON files, for easy sharing. Additionally, we would like to add the ability to upload your decks online, and allow others to view popular Table Turf Decks (Similar how to sendou.ink allows you to see popular builds ex: <https://sendou.ink/builds/52-gal>)

Tasks & Milestones:

Create project proposal	
Create a database of all Table Turf cards.	
Create an interface that allows a user to view all cards, and drop them into 15 open slots	
Create project mockup	
Create personas	
Create project plan	

Allow users to export their 15 cards to a downloadable JSON file	
Create the ability to re-upload said JSON file and resume building progress if not stored in the cache	
Create the ability to upload and “upvote” your deck, and browse other decks.	

Progress to Date:

2 out of the 5 main tasks have been completed. The Project Mockup and Project Plan have been created.

Remaining Level of Effort:

Currently we are finishing up the interface for the drag-and-drop deck builder. We plan to split the remaining three tasks (downloadable JSON file, ability to reupload the JSON file, voting system) among the three of us.

Team GitHub: <https://github.com/RPI-ITWS/ITWS1100S23Team08>