# Chinese House Game Development

1. Design database
   1. Basic design
   2. Questions to ask the database:
      1. Give me all of a user’s profile data
      2. Show me what games this user is playing
      3. In the game, show me what countries are involved
      4. For each country, show me the regions involved and their stats
      5. For each country, show me the players and their points
      6. For each country, show me the history of each of the stats
      7. For each country that is not mine, show me the history of that country based on the results of my info gathering
2. Design program
   1. Process:
      1. Collect all forms from users
      2. Once collected, run calculations & store results
      3. Send update to each user
3. Design website
   1. Main goals
      1. Why should people play this game?
         1. How is this better/different from other games?
      2. How is this better/different from 1990’s version?
      3. Business goals?
   2. Who are the users?
      1. Personas
      2. User stories
   3. Style tiles
      1. Type
      2. Color
      3. Inspiration
   4. Wireframes
      1. Main gameplay
      2. Profile page
      3. Submitting form
      4. Results
   5. Info architecture
      1. Card sorting?
      2. Site map
   6. Graphics?
   7. Prototype
      1. Low fidelity
      2. High fidelity
4. Questions:
   1. Can a user play multiple games?
      1. If so, how to store this information
   2. Can users not in an educational class play this game?
      1. If so, how do they find games to play?
         1. How are the worlds created and plays distributed?
      2. How will timing of submitting the forms work?
   3. How is a game “finished”?
   4. Is a Master Player needed?
      1. For “random” events or setting up a world?
   5. Will there be default values?
   6. Will users have to pay for this?