

MDIA 2003 Project 1 | IDSP — App Project 04

Persistent Browser Based 2D Game

Description Your team will design and develop a small-scale PBBG game. The game type and contents is up to the team.

A PBBG is a computer game that satisfies the following two criteria:

[1] It is browser based meaning that the game is played over the Internet using only a web browser.

[2] It is persistent meaning that progress in the game is achieved over multiple play sessions.

PBBGs merge the depth and longevity of an application-based game with the accessibility and portability of a browser-based game.

A PBBG is not the same thing as a browser-based game, which include arcade, puzzle, and card games. These are over as soon as you close the web page. These games lack the longevity and persistence of PBBGs, where progress is made over days, weeks, or months. (source: <http://pbbglab.com/pbbg>)

Examples of viable game ideas

- Zelda-like RPG (with limited scope)
- Turn-based multiple player strategy game
- Multi User Dungeon type game
- Board game (conversion)
- Rogue-like game
- Adventure type or visual novel type game

Requirements Overview

- Fixed resolution(s) scaling up to various screens
- 2d graphics (text is also allowed)
- Single-player or multi-player
- Game / player state(s) must be saved on server
- Game data must be stored on server
- Use of existing open source and license free game graphics is allowed, although designing at least part of the graphics yourself is strongly encouraged
- To play, player must be logged in
- Player login and profile page

Time and skill set allowing, teams are allowed (and encouraged) to expand on these minimum requirements.