**Augmented Robotics TestPiece**

StepClash

# About The Game

StepClash is a game based on geolocation functionality. 4 players are there. Red, blue, green and yellow. And the area around your current location is divided into 5 parts: area red, area blue, area green, area yellow and the rest is neutral(common) area, it can be seen in the map. Now the objective is to win the game by earning most no. of points by walking steps in the opponent's area. Since, pedometer is used to count the number of steps, instead of that, we’ve considered ‘time duration of the player being in the opponent's area’ as the factor to earn points. Since this game focuses on the number of steps, let’s call the player a ‘stepper’. So, the stepper with the most number of points at the end wins the game. Now, coming to the rules to earn the points :

* A stepper will earn or snatch the points of the opponent if he steps in the opponent's area or homeland and the opponent is not there.
* A stepper will lose the points to the opponent if he steps in the opponent’s area and the opponent is present there.
* If stepper stays in his homeland or his own region for a longer time, he’ll start losing points.
* Get notified when the game is not in focus, resumes or app is killed.

# Current Issues With The Game - TODO:

* Problems in game when gps is not on. DO TURN ON THE GPS !
* On starting the game, objects take time to load and render, depends from device to device.
* Not properly gamified at the moment.
* Textures not loading on some smartphones properly.
* Inaccurate location
* Notification missed or delay

**\*\*\*\*LOCATION OF MAIN SCENE AND SCRIPTS :**

* **Assets/StepClash/\_Scenes**
* **Assets/StepClash/Scripts**

# External Packages Used :

* Mapbox SDK to access map data with the current location, map visuals and character movement on map tiles.

# Architecture Flow :

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# References of Assets :

**Fonts** : https://www.fontspace.com/category/gaming - Brick3D Regular

**Title** : <https://flamingtext.com/logo/Design-Supermarket?_variations=true>

**UI Sprites** :<https://itch.io/game-assets/free/tag-gui>

# Scope of Improvements :

\*\*\*\* Make it more playable!

\* Fix the code architecture, make it more disciplined and generic. Use observerver patttern whereever required.

\* Look for optimization and reduce quick dirty hacks implemented in between

\* Make enemy Ai follow the player's logic. At the moment, its randomly going and coming back from one area to other after a certain duration