TEAM FREDMAN

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//PROJECT STAR TRAILS

Welcome to our project: STAR TRAILS. It is a turn-based game It is a text-based strategy game with the end goal of travelling across the galaxy. It is based on many games, taking inspiration from Oregon Trail, Mario Party, and Star Wars. Whether that be through peace, compromise, or war, it will all be a fun adventure to try to make it to the top.

Story:

Set in 3074, Universe k-03 is under the threat of war. The universe is in constant warfare, stemming from the power struggle between The Rebels, The Empire, and The Pirates. You are a wanderer, capable of traversing planets. Your goal is to travel across the universe to reach a wormhole, where you can escape into a new galaxy.

Gameplay:

1. Begin on home planet: prepare for entering space
    - Pick crew members - each have certain perks and downsides
    - Difficulty level determines starting money and chance of encountering events
    - Buy equipment needed for journey
2. Travel through space
    - Two states:
        i. On planet: can purchase goods, interact with locals, etc.
        ii. In space: limited options, resources depleting, chance to get a random event (e.g, pirates invade, your crew gets sick, mutiny, etc).
        iii. The encounters that the player come across by chance is purely random and is selected from a db. The db will contain a mixture of good, bad, or neutral encounters.
    - You can change your travel settings: how fast you go, how much you feed your crew, whether your crew likes/dislikes you
3. If you survive and reach the end of the galaxy, you escape and win!
    - (Extra) The amount of money left, the number of days took to reach end goal, and the difficulty can be factored in to give a total score.

API Cards:

NASA Exoplanet Archive

https://docs.google.com/document/d/1J5PAzkRvPBrzud4jhXBX3yZZtMhlTx1KmLQezlLszEk/edit

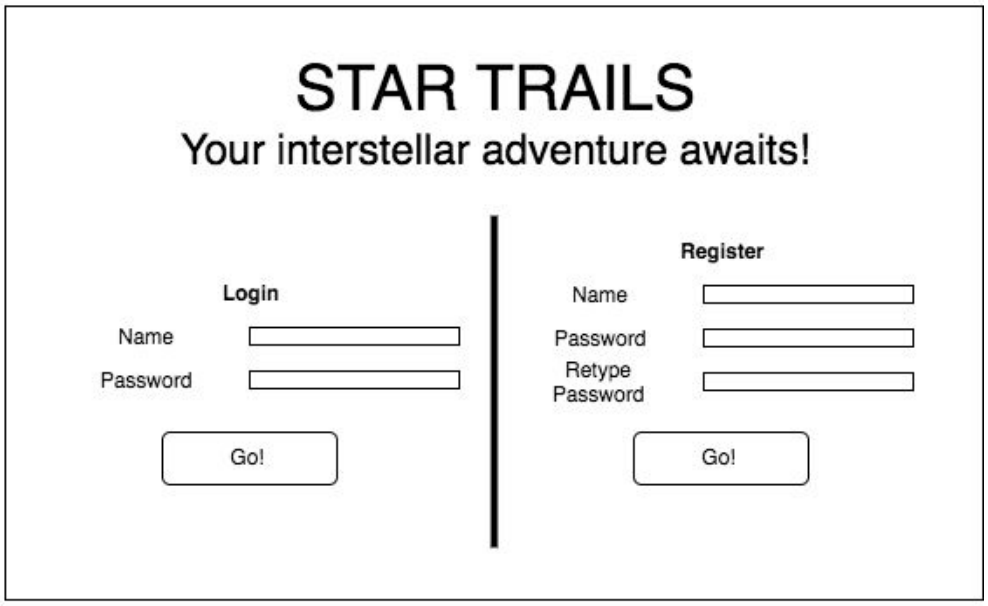
Dice API https://docs.google.com/document/d/1pvPPwTMcXs1OyTqh5ObucGXou4OOnOis5HjtlT90W5w/edit

Experience API https://docs.google.com/document/d/1EHSYQFTDyqa7Le9ipf-d6sSmDaoOJiJXPUGmGp9SwKQ/edit

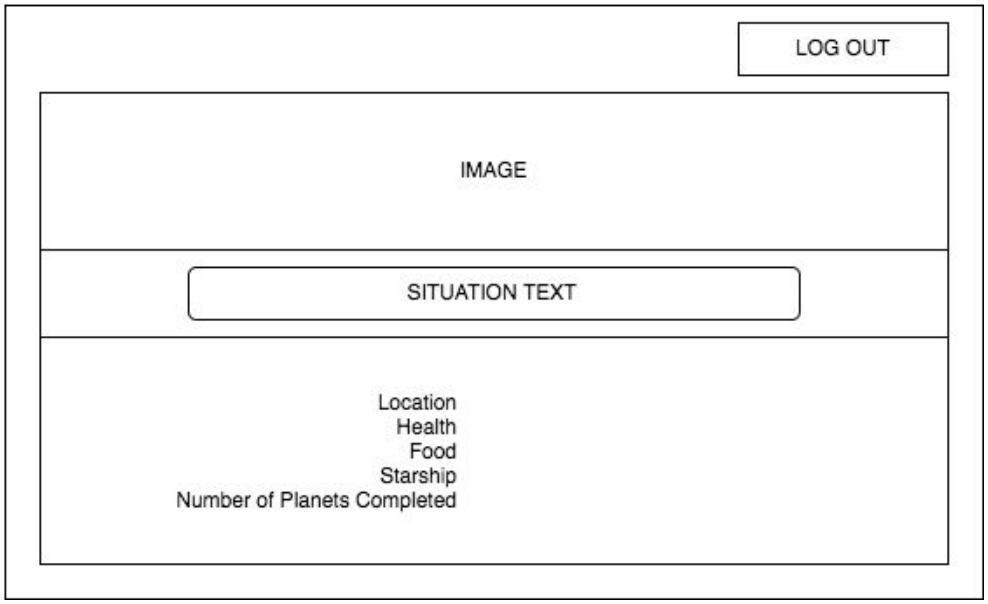
(third one needs more research, most likely will not implement)

Component Map

/login



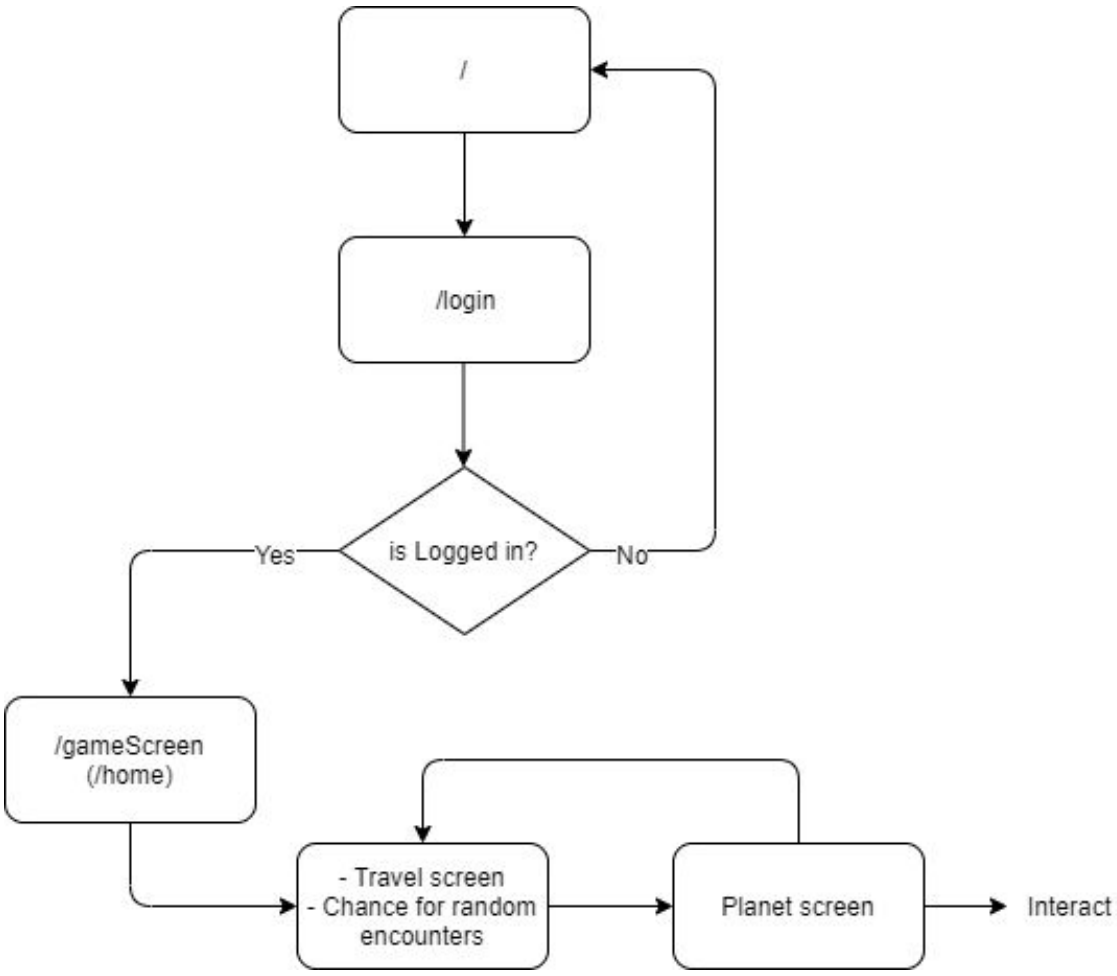
/gamescreen



Websites

- LOGIN page
    - Classic login and register page
    - Reroutes to GAMESCREEN page once user logs in successfully
    - If played previously, game continues from where player has left off
    - If new, game begins new game
- GAMESCREEN page (aka home page)
    - Main page for UI
    - Displays entire game and options
    - The page is in space travel state
- ENCOUNTER page
    - A page for both the planet state/phase and the encounters
    - This page may be split into two pages or more

Site Map



Database Layout

Brief listing: characters, health status, equipment, starship, percentage of journey complete, and situations

Team

ID	Criteria	Encounter	Result
	The condition the player must meet before the encounter happens.	This is where the text goes. Describes the encounter. Addressed to only one of the crew member	The actual effect the encounter takes on the crew member's status.

userStuff

ID	username	password

Situations

ID	situations	Result
	Various encounters a player may face during their journey. Since it will be selected randomly, all kinds of situations can be included here.	This will be the actual effects that the situation takes on the player. The effects primarily affect inventory.

Front-end Framework: Bootstrap because all team members are familiar with it.

Roles:

- Taejoon Kim: Project Manager
    - Facilitates workload making QAF posts when needed and making API cards if not existent in the knowledge base
- Connor Oh: Front-end
    - Will work with the css and JavaScript to make website look as concise and pleasing as possible
- Leia Park: Database

    - Will make the database and make methods necessary for reading and changing the database
- Manfred Tan: Back-end
    - Will work with flask and python and help with the JavaScript