**Game description**

**Idea**

I plan to create a single player multicharacter game where characters move around the map via tiles, collecting items and competing with other characters. To achieve this, I will be using a mySQL database along with C# to create an intuitive frontend and efficient backend.

**Gameplay**

* The aim of the game is to collect as many items as possible by moving around a tiled map. While doing this, characters must cautiously move around the map, avoiding trapped tiles. If a character moves onto a trapped tile the character will die and lose the game.
* Upon entering into the game, the character will start on the home tile (alternative tile if taken by an existing character).
* Each tile has a maximum of one item or trap. Items and traps are spawned randomly onto tiles.
* The overall game will end when all the characters have quit or died.
* Characters can move up, down, left, or right using arrow keystrokes or the buttons provided.
* If a character leaves the game and the game is still open, their progress will be saved, and they can resume.
* If a tile is occupied by a character, another character cannot be on the same tile.
* When a player tries to join a game, they will be asked to configure their character before joining.

**Login and Registration**

* Upon logging in, if a player tries to log in with a username that is not established in the database, they will be given the option to register.
* If the player does have an existing account, they will be given the option to try to login again with the correct credentials.
* If the player attempts to login with a valid username, but the password is incorrect, they will be given 5 attempts before the account will be locked.
* If a player account is locked the player will have to ask an Administrator to unlock the account.

**Lobby**

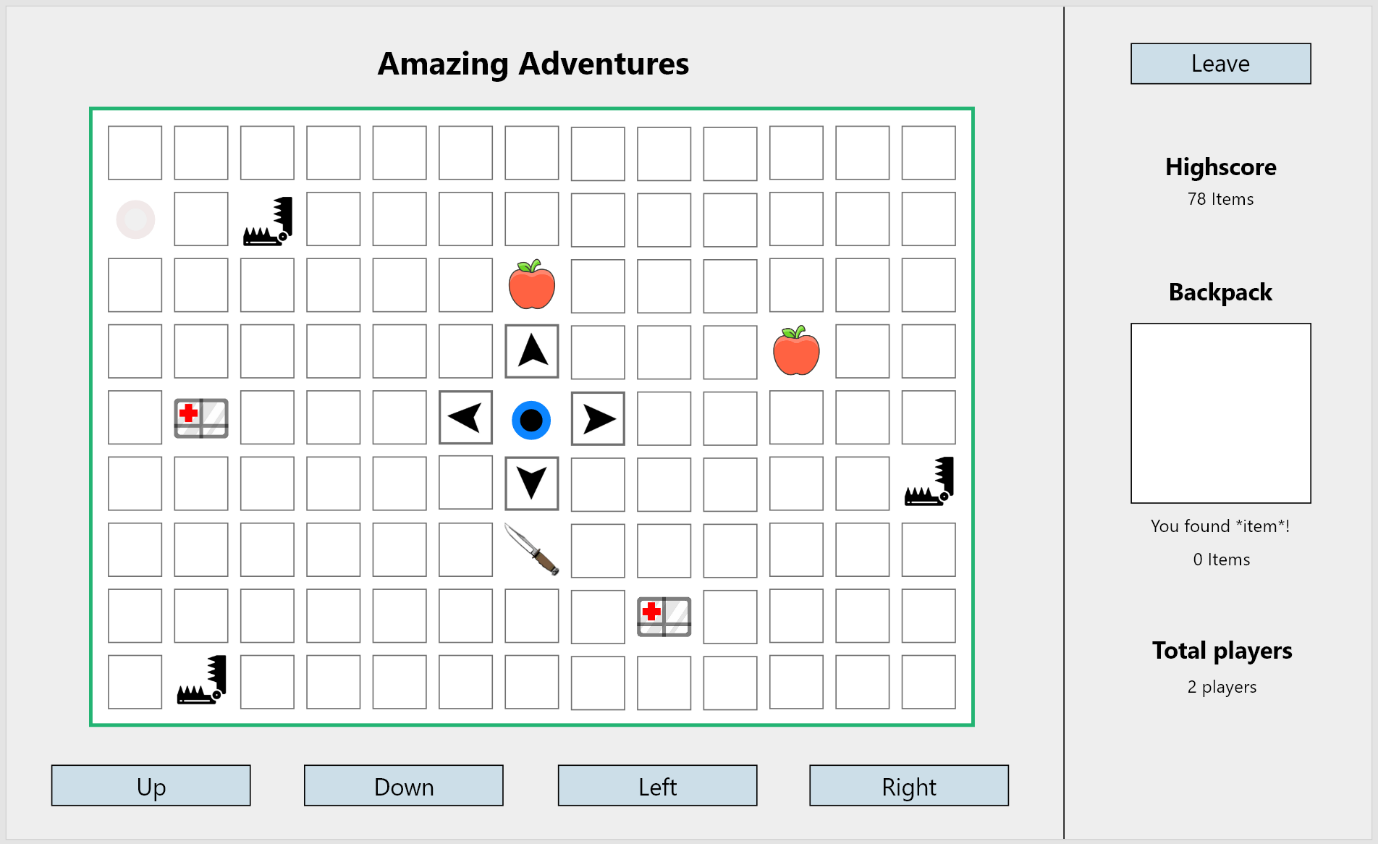
* Inside the lobby, players will be shown the total amount of players and available games they can join.
* Global chat is also available for any player to use.
* Players can also create a game where other players can join.
* If a player is an administrator, they will have access to admin settings.
* Players also have access to their settings, where they can change their username, password etc.

**Administration Interface**

* After selecting the admin console, administrators will be shown a total list of players and active games.
* From here administrators can lock and change player accounts and delete active games.

**Storyboard**

**Storyboard 1: Gameplay**



1.4 **Latest item** – This shows your total items as well as the latest item you have found.

1.5 **Item** – This is an item, if a character lands on this tile, they collect the item.

1.6 **Total Player Count** – This shows the total players in the game.

1.7 **Character movement** – These buttons can be used to move the character.

1.0 **Leave button** - click to exit the game.

1.1 **Trap** – If a character moves to this tile they die and can no longer play.

1.2 **Other character** – this is another player.

1.3 **Current character** – this is the character that the player is in control of.

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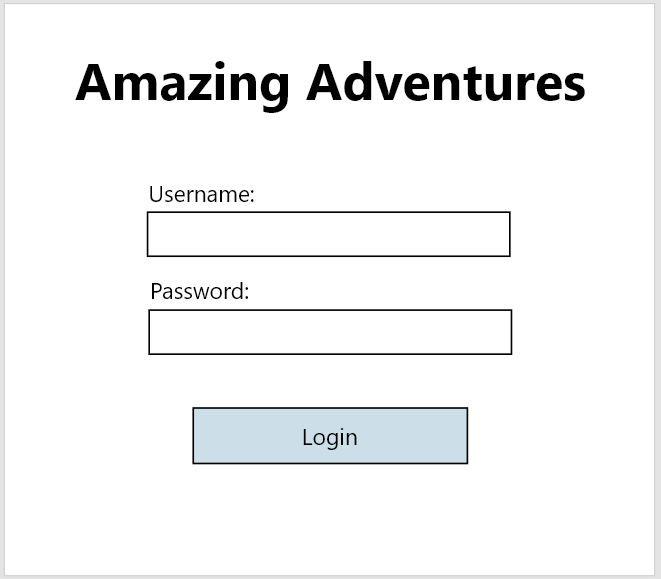
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**Storyboard 2: Login**



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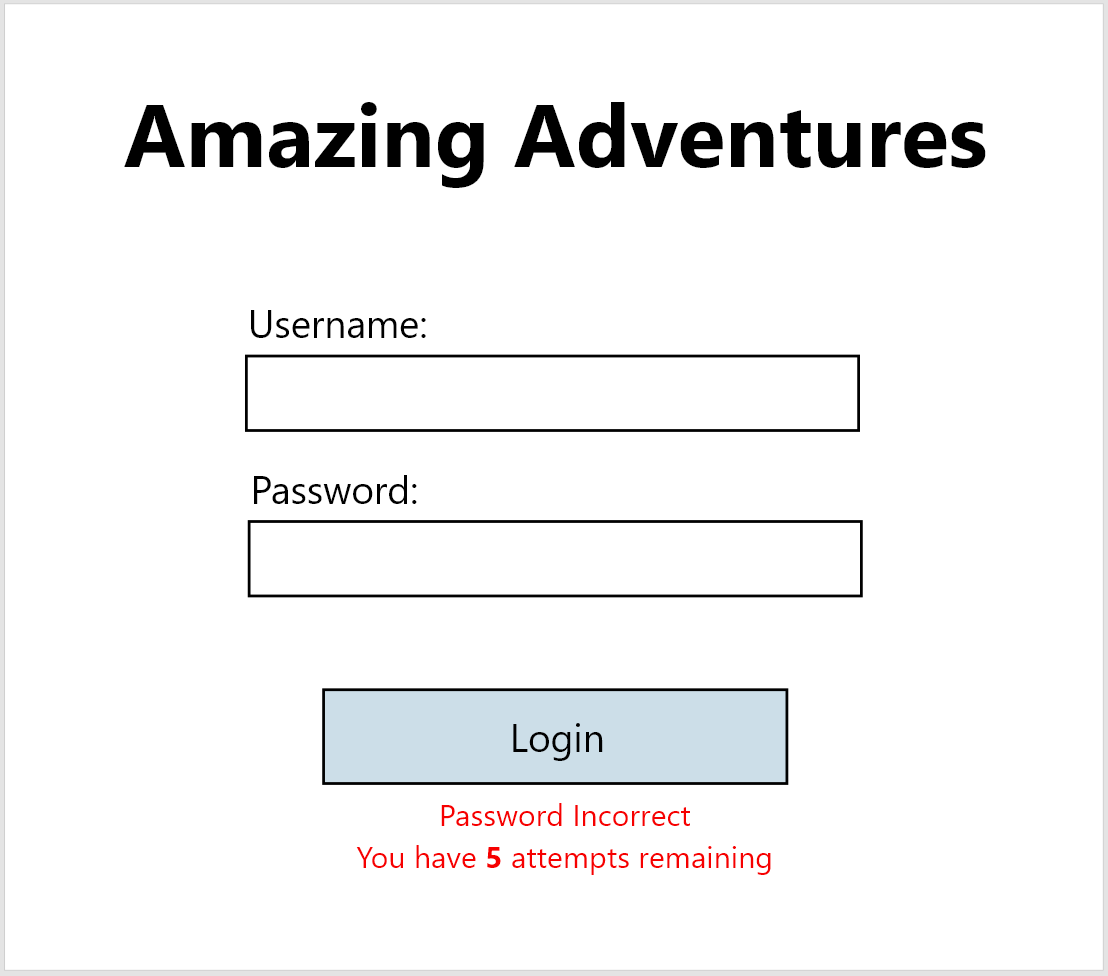
2.0

2.0 **Username field** – Input field where a user inputs their player account username.

2.1 **Password field** – Input field where a user inputs their player account password.

2.2 **Login button** – User clicks this button to login. If username or password is invalid login will be unsuccessful. If username is not a valid player account username, user is given the option to register. User has 5 login attempts before account is locked.

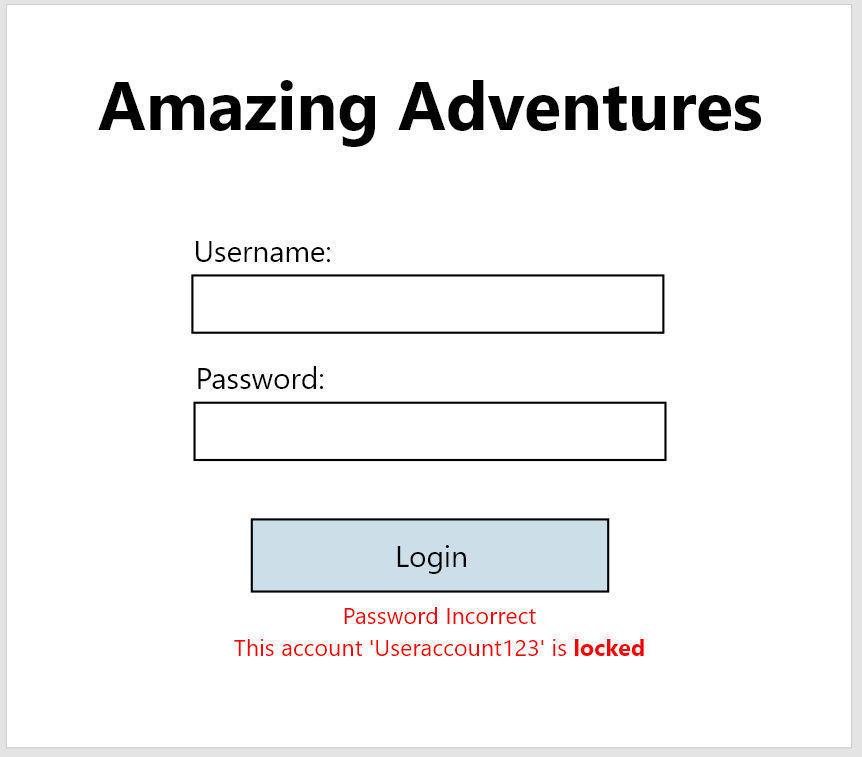
**Storyboard 3: Login – Invalid Attempt**



3.0 **Prompt** – Indicates user how many login attempts remaining.

3.0

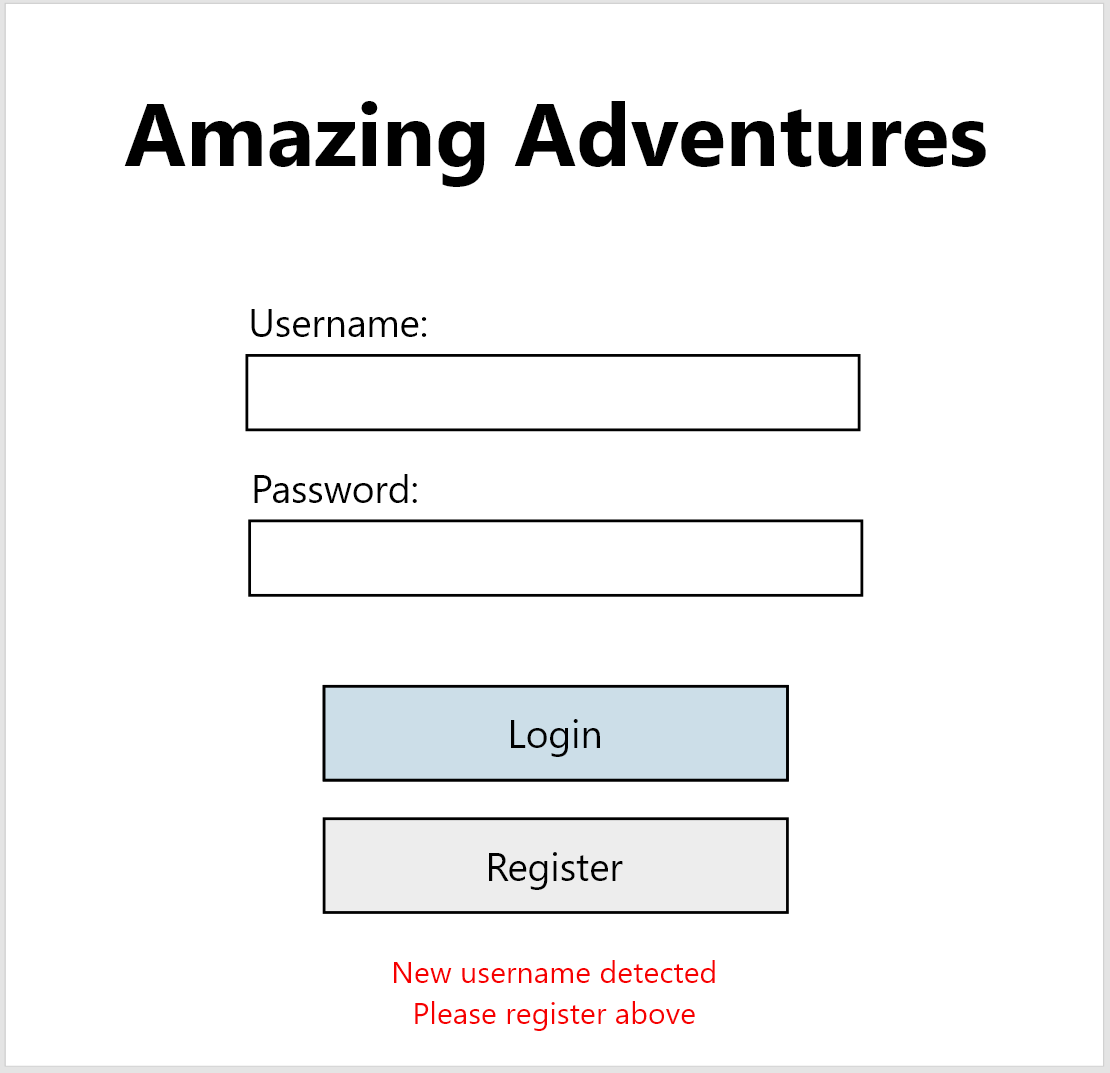
**Storyboard 4: Login – Account locked**



4.0

4.0 **Prompt** – Indicates to user that the account they tried to log into has now been locked.

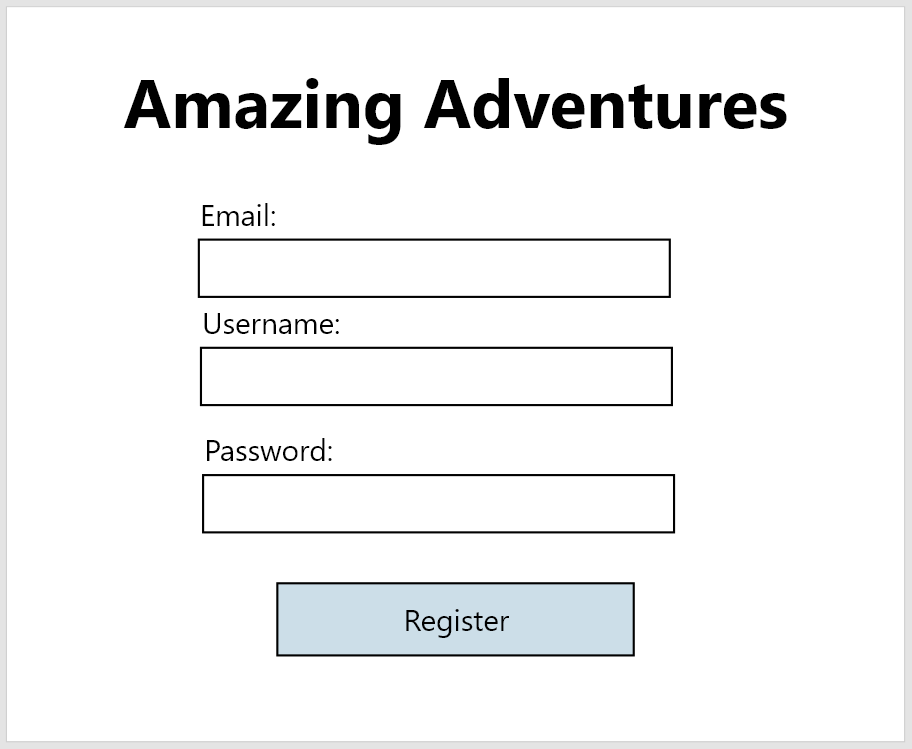
**Storyboard 5: Login – New Username Detected**



5.0

5.0 **Prompt** – Indicates to user that the username they entered is not recognised in the database. Registration button is shown, given the user the option to register a player with that username.

**Storyboard 6: Register Form**



6.0 **Email field** – Input field where a user inputs their player account email address.

6.1 **Username field** - Input field where a user inputs their player account username.

6.2 **Password field** - Input field where a user inputs their player account password.

6.3 **Register button** – User clicks this button to register the account. If username, password, or email address is invalid, registration will be unsuccessful.

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**Storyboard 7: Lobby**



7.0 **Current games list** – This shows the current games that players can join.

7.1 **Online players list** – This shows the list of players that are online.

7.2 **High-score** - This shows the players high-score (most items they have collected in a game).

7.3 **New game buttons** – Players can press this button to create a new game.

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7.4 **Chat button** – Players can press this button to open the global chat.

7.5 **Setting buttons** – Players can press this button to view their player settings.

7.6 **Join game button** – Players select a game from the current games list and press this button to join it.

7.7 **Admin console button** – Players can press this button open administrator settings. Only players with administrative access can see this button.

7.8 **Logout button** - Players can press this button logout of their account. User is returned to login screen.

**Storyboard 8: Administrative settings**



8.4 **Refresh button** – Administrators can press this button to refresh the total player and active games lists.

8.5 **Close game button** – Administrators can press this button after selecting an active game from the list to close/remove the game.

8.6 **Return to lobby button** – Administrators can press this button to exit the administrator settings and return to the lobby.

8.7 **Delete button** – Administrators can press this button after selecting a player account from the list to delete the player account.

8.0 **Active games list** – This shows the current games that players can join, as well as the total player count to the left.

8.1 **Total player list** – This shows the list of player accounts created.

8.2 **Player settings button** – Administrators can press this button after selecting a player from the player list to view that players account settings.

8.3 **Clear chat button** – Administrators can press this button to remove all messages from the global chat.

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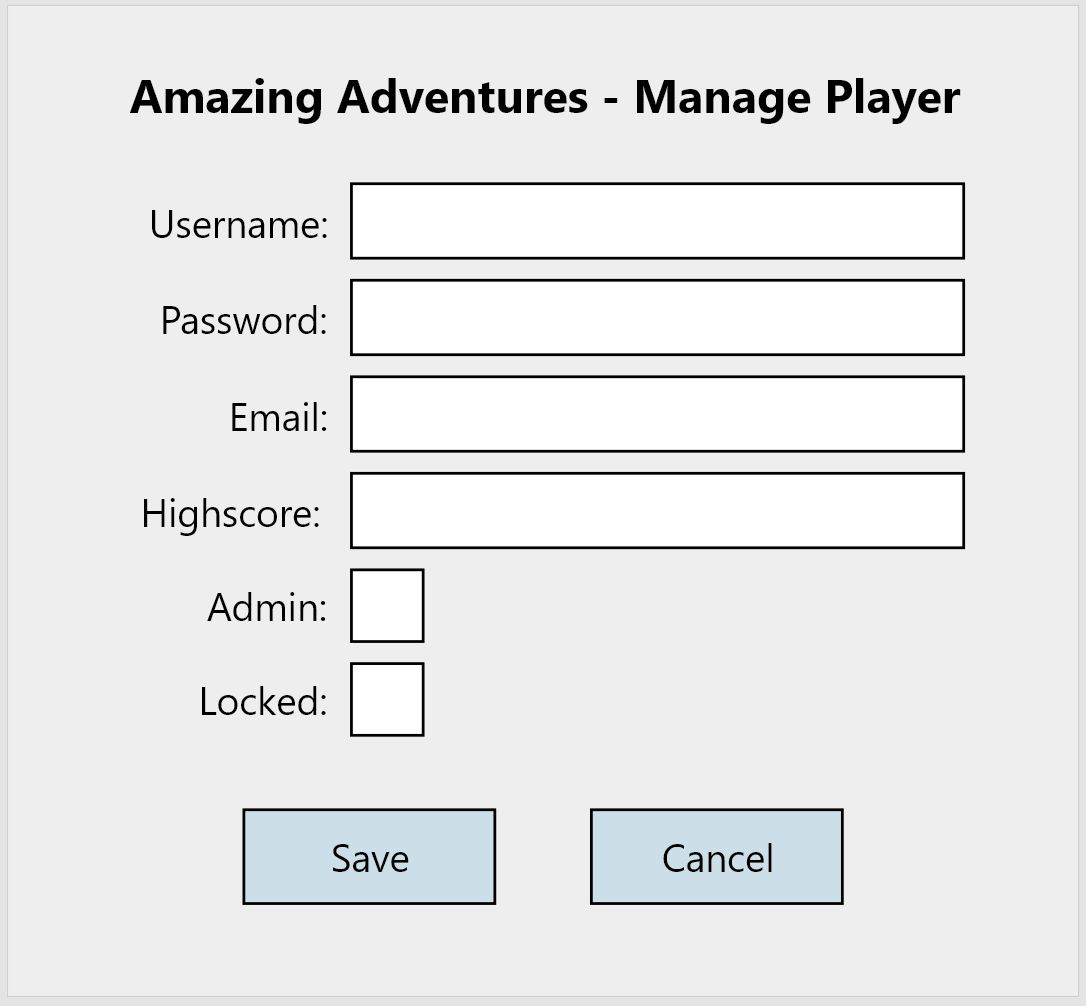
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**Storyboard 8: Administrative settings**

**Storyboard 9: Administrative player settings**



9.0 **Username field** – Input field where a user inputs their player account username.

9.1 **Password field** – Input field where a user inputs their player account password.

9.2 **Email address field** – Input field where a user inputs their player account email address.

9.3 **Highscore field** – Input field where a user inputs their player account highscore.

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9.4 **Admin tick box** – Tick box field where a tick represents the user has administrative access.

9.5 **Locked tick box** – Tick box field where a tick represents the players account is locked.

9.6 **Save button** – Administrators click this button to save the players details. If details are incorrectly added, administrator is prompted.

9.7 **Cancel button** – Administrators click this button to cancel the players detail form. This will close the form and return the admin to the administrative settings.

**Storyboard 10: Player settings**



10.0 **Username field** – Input field where a user inputs their player account username.

10.1 **Password field** – Input field where a user inputs their player account password.

10.2 **Email address field** – Input field where a user inputs their player account email address.

10.3 **Save button** – Players click this button to save their players details. If details are incorrectly added, player is prompted.

10.4 **Cancel button** – Players click this button to cancel their players detail form. This will close the form and return the player to the lobby.

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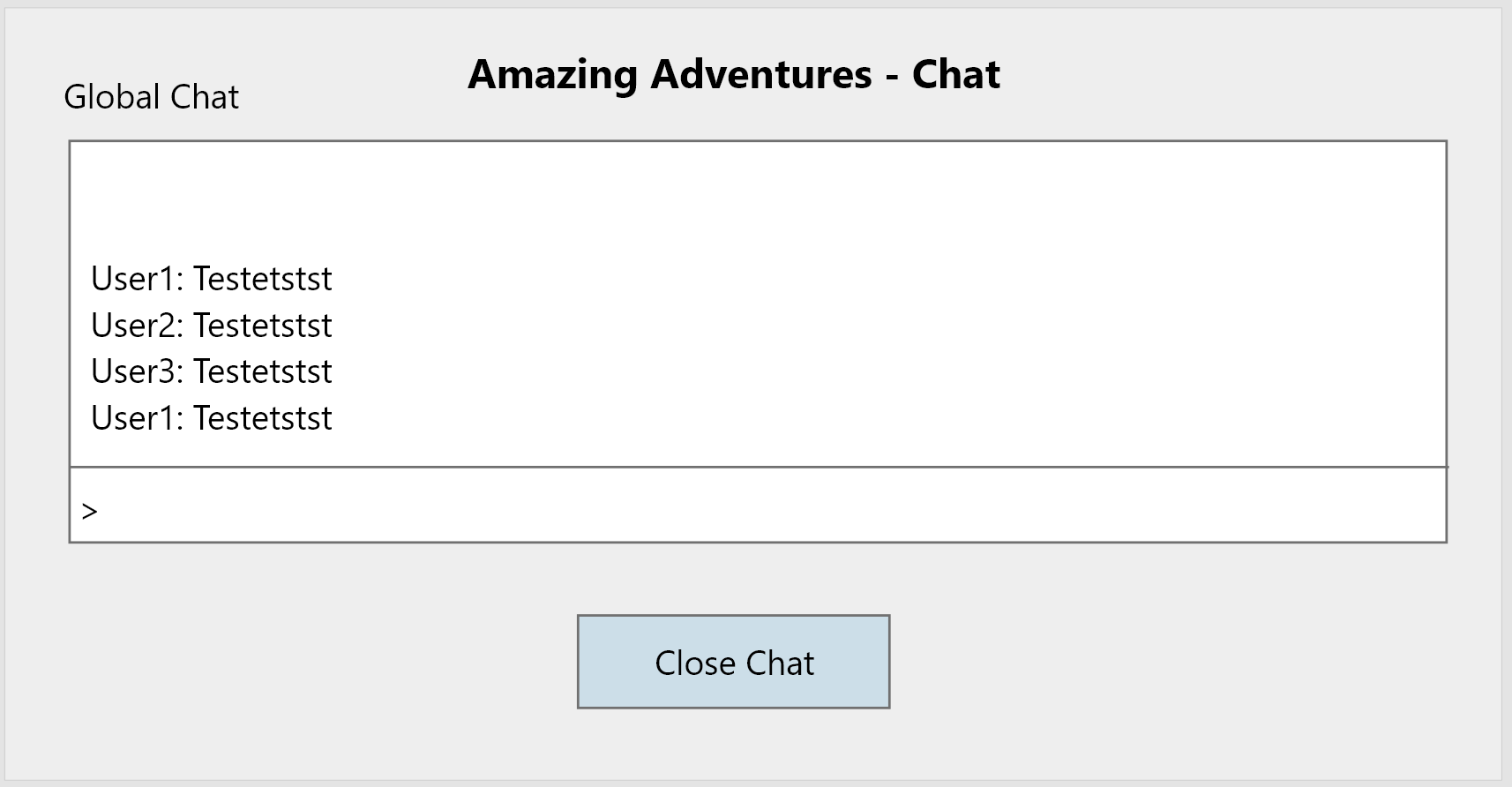
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**Storyboard 11: Global chat**



11.0 **Global chat text** – Players will see every players text chat and date/time of publish.

11.1 **Global chat input box** – Input field where a user inputs the text they wish to add to the chat. Once finished, press keystroke enter to submit.

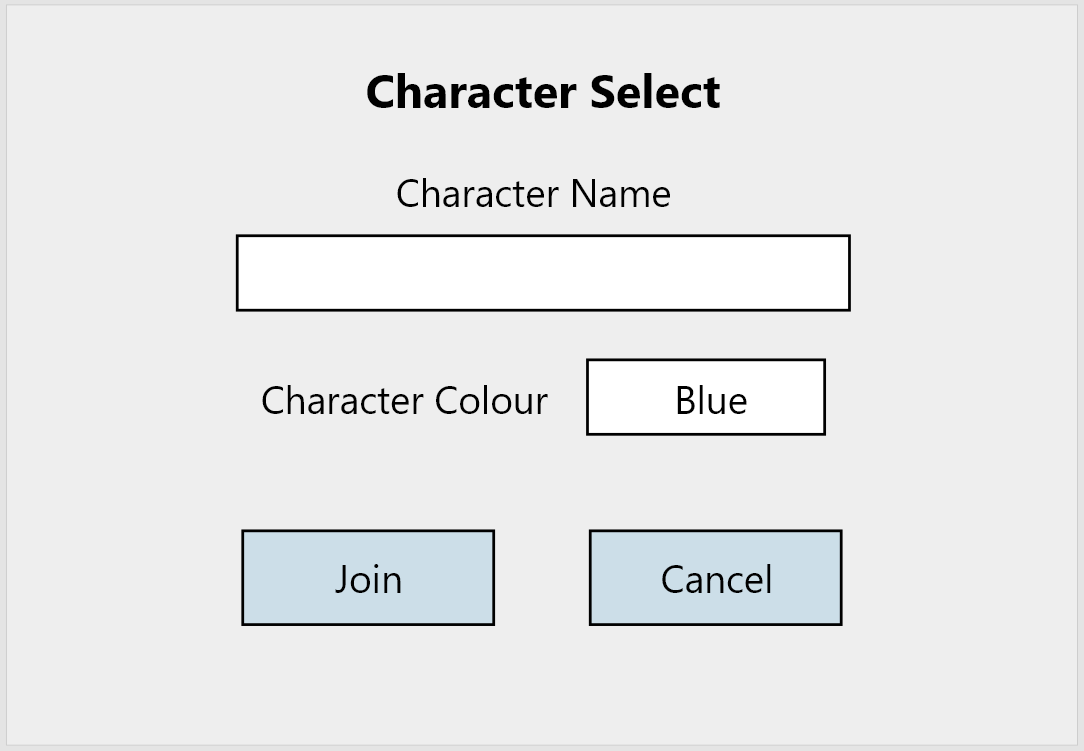
11.2 **Close chat button** – Players click this button to close the global chat form. This will close the form and return the player to the lobby.

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**Storyboard 12: Character creation**



12.0 **Character name input box** – Input field where a player inputs their character name.

12.1 **Character input colour** – Input field where a player chooses their character colour.

12.2 **Join button** – Players click this button to join the game. This will close the form and will add the player to the game.

12.3 **Cancel button** – Players click this button to close character creation form. This will close the form and return the user to the lobby.

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