

Silk Route Adventures Scenario

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The Silk Route game will eventually allow players to play as a merchant traversing the Silk Road with his caravan. Each caravan is in competition with all other caravans, and there are a finite number of goals that each caravan competes to complete till they reach a point total that automatically wins the game. Examples of these objectives include most money, most trade outposts, largest mercenary army, most-interconnected trade line, most disconnected trade lines, most artifacts collected, and richest trade outpost.

This first scenario describes the basic gameplay loop each caravan will find itself in. The basic gameplay loop includes moving between trade posts, purchasing items, selling items, recruiting bodyguards, dealing with random scenarios, buying trading posts, and ending your turn. The caravan will traverse through a map featuring major historical entities.

Coding Scenario “Basic Singleplayer Gameplay”

The player starts the game by clicking on the single player button on the main login screen. The user will then be prompted to name his caravan company, and then will begin the game by selecting his desired starting trade post location. These trading post locations will all have their own unique starting location bonuses and start materials. The player then has multiple options, they can either purchase materials from the trade outpost they are currently located in, sell materials to the trade outpost that they are currently located in, or recruit local bodyguards. They would also be able to access their inventory, and use any items that they currently have. Items could include a horse saddle that they can equip on their horse which allows them to move a greater distance each turn. They then can move to another location.

If this location does not currently have a trade outpost, then they can set-up another trade outpost if they have the required materials and funds to create it. Once created they can interface with it like any other trade outpost. The materials they sell will be based on the geographic location of the trading outpost. Another possible scenario the caravan finds themselves in would be a random encounter during travel, this could be anything from a bandit attack to a sandstorm, and outcomes will be random, but weighted based on your current situation. Example: You have two mercenaries with you, so a bandit attack fails on your caravan.

Finally, the last thing available to each caravan to do each turn is to end their turn. Ending turn can either be premature, which means they can end their turn before doing anything, or it can come after exhausting all options the caravan has. Every action that the caravan can take has a

cost associated with it. The cost is in the currency action points, and each caravan has a unique number of action points they can spend per turn. This can be upgraded through items or meeting certain conditions. Action points do not store, there is a set amount per turn, and every turn the full amount is allocated to each player. So a player that spent 0 action points and a player that spent all their action points will have full action points next turn.

As a byproduct of the caravan's basic actions during the gameplay loop, conditions can be met that enable a caravan to gain a victory point. These victory points will contribute to ending the game in victory if a certain amount is obtained. Victory points are zero sum, therefore, when one victory point is obtained by a caravan either another caravan loses it, or they were the first to ever claim that victory point.

Victory Points Categories

- Most money (2 points)
- Most outposts (1 point)
- Biggest Army (1 point)
- Biggest Connected Trade Line (1 point)
- Most Visited Areas (1 point)
- Most Items Collected (1 point)
- Outpost Value (1-3 points)

Example Layout Of Map

