**CS 242 Final Project Proposal**

**Treasure Hunt**

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1. **Abstract**
   1. **Project Propose**

What is the purpose of this project? What problems do you want to solve?

The purpose of this project is to build up an online educational game designed to facilitate adolescent’s spatial navigation skill and perspective taking ability. The young generation spends a lot of time in computer or mobile phone games. If we could build up an interesting and meaningful game for adolescents, we could guide them to spend the time in a proper way.

Basic intro for the game design:

This game is turn-based. Two players will start at two places on a big map. By digging the ground, they will either get a direction or the treasure. The direction will help the play navigate to the treasure. Whoever first reached the treasure will win the game. During the game, the player needs to follow the direction and navigate on the map. Also, one player could set the trap to slow down the other player.

* 1. **Background/Motivation**

Why are you interested in doing this project? Have you worked on something similar before?

All of us are interested in game developing and always hope to have a chance to make an interesting and meaningful game. We have little background on such project and never worked on similar project before.

1. **Technical Specifications**

2.1.  **Platform:** Website

2.2.  **Programming Languages:** Node.js

2.3.  **Stylistic Conventions:** Standard Naming in Webstorm and CamelCase naming convention

2.4.  **SDK:** NA

2.5.  **IDE:** Webstorm

2.6.  **Tools/Interfaces:** Web Browser

2.7.  **Target Audience:** Game Players

1. **Functional Specifications**

3.1.  **Features**Several bullet points of what kind of functionality your project will feature. What should the user be able to do?

* Move on the map
* Dig the ground
* Employ trap to block another user
* Play the game remotely on our server

3.2.  **Scope of project**

What are some of the limitations of this product?

The designed game only fit two players online playing at the same time. We hope it will be managing more users in the future.

1. **Timeline:**

**4.1.  Week 0**

**• Make the rule of the game**

**• Set up the frame of server**

**4.2.  Week 1 <= current stage**

**• Set up socket to communicate between users**

**• Implement the game logic**

**• Generate map and user info**

**• Modify the code we done in Week 1**

**4.3.  Week 2**

**• Add the GUI module**

**• Finish the offline version of the game**

**• Connect the game to the server**

**• Modify the code we done in previous weeks**

**4.4.  Week 3**

**• Modify Interface**

**Future Enhancements**

What are some cool tweaks you’d want to make to your product after the core functionality is done? Are you planning to work on it in the future?

Build for a large scale of users and make the game more complicated with different modes.