Travel Around the World

COMP 4021 Project Report

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Introduction

1. Basic Idea
   - It's a game
   - It borrows some ideas from the game "monopoly"
   - The player rolls a die and walks around a map according to the die outcome.
   - Every cell on the map represents a famous city around the world.
   - Once the player moves to a new city, a pop-up window will show brief introduction of that city, maybe some pictures, too.
2. Purpose
   - Let children take "a virtual tour around the world" and learn about famous cities.
3. Visual Components
   - A <u>circular</u> map with different cells. The following figures give some idea about what the map looks like.
   - A window showing city introduction, which pops up when player moves to a particular cell.
   - A "finished" page that will be shown once the player has visited all cities.

4. How to Play
   - The player rolls a die and takes the corresponding number of steps. With each step, the player walks to the next city that has <u>not</u> been visited before.
   - A pop-up window shows the introduction of that city.
   - Then the visited cell will turn gray, which will not be visited again.
   - The "server" will store all cities that have been visited. (this is the so-called game status).
   - Game is finished once the player has visited all cities. And the game status will be cleared. (i.e. the player and go around and around until all cells turn gray)
   - For returning player, if its game status is not empty, the webpage will ask whether or not continue the unfinished game. If the player chooses yes, then continue. If the player chooses no, then the game status will be cleared and the game starts from the beginning.

Server-Client Interaction

1. Overview
   - Server is the local laptop.
   - Client is the browser.
   - The "database" on the server side is an csv file that stores the game status.
2. "Auto saves" of game status
   - For each city visited by the player, the cell-id will be stored. The corresponding cell on the webpage will turn gray.
3. Restarting game
   - Every time the game is re-loaded, the browser will check if game status is empty.
   - The browser will ask the play whether or not to continue an unfinished game if the

game status is <u>not</u> empty.
- The player can choose "no" to clear game status and start a new game. Or the player can also choose to continue the game from last time.
- Once the player has visited every city (i.e. all cells turn to gray), the game status is automatically cleared.

Overview

1. It's a game that borrows some ideas from the game "monopoly".
2. The player rolls a die and walks around a map according to the die outcome.
3. Every cell on the map represents a famous city around the world.
4. Once the player moves to a new city, a pop-up window will show brief introduction of that city, maybe some pictures, too.
5. Purpose: Let children take "a virtual tour around the world" and learn about famous cities.

Browser

1. The player rolls a die (there will be some die animations) and takes the corresponding number of steps. With each step, the player walks to the next city that has not been visited before.
2. A pop-up window shows introduction of that city.
3. Then the visited cell will turn gray.
4. The "server" will store all cities that have been visited. (this is the so-called game status).
5. Game is finished once the player has visited all cities. (i.e. the player and will go around and around until all cells turn gray)
6. Returning player can resume game from last time.

Server

1. The "database" on the server side is an csv file that stores all cities visited by the player
2. When the player is moving, it can only move to cities that has not been visited with every step. (So the browser will check the database before every step is taken).
3.Every time the game is re-loaded, the browser will check whether game status is empty.
4.The player can choose to clear game status and start a new game. Or the player can choose to continue from last time.
5.Once the player has visited every city, the game status will be automatically cleared

Report

✦ Overview

The project's name is "World Travel". It's a game that borrows some ideas from "monopoly". The player can select an icon on the menu page to represent the player. On the map page, the player rolls a die and then walks around a map according to the die outcome. Then a card will show up and describe about a destination (a city). Once a city is visited, the corresponding cell on the map will disappear. This means, the player cannot repeat visiting the same cell. The game is finished when all cities are visited.

✦ 2

HTML, Javascript, jQuery, timer, bootstrap, animation

✦ 3

PHP, Jquery (ajax)

✦ 4

xml, .txt file on the server side

✦ 5

The player can return to menu to change player-icon or leave the webpage anytime he wants. The game status (i.e. how many cities have been visited and the current destination) will be stored on the server side. When the page is reloaded, the browser will ask whether to continue the unfinished trip or start a new trip.