Scope of project

Audience: NUS Students

What it solves

Why is it important/fun

features/ User Stories

1. As a player my goal is to collect as many skills/modules to win as many battles as possible
2. As a player

We are developing a casual mobile game that leverages on NUS wifi location services API or Google Location services. The game aims to provide short entertainment to NUS students, enticing students to explore more of NUS and recreating the unique NUS experience. Students do not need to spend much time being active on the game. Each player will have a character which comprises of a sprite and and 6 stats. Depending on where a player checks in, the app detects the location via NUS wifi location services API or Google Location services and increments the stat corresponding to the location. Hence, players improve their characters naturally by spending time in NUS. These stats will improve character’s chances in battles.

Players can engage in player vs player (PvP) fights where to climb leaderboards and receive special rewards.

Players can engage in players vs boss fights where a boss will appear in a location and all players must do collective damage to defeat the boss and receive loot drop. If a boss appears in “Science area” players can only attack if the app detects that they are in the same area.

Features:

1. Log in feature
2. Character skills and stats
3. Location services
4. Boss fighting
5. PvP fighting
6. Ranking system
7. Character design

We aim to accomplish features 1-5 in sprint 2.

Project log

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| --- | --- | --- |
| Activity | Rei Yun | Zhang Ying |
| Liftoff day 1 | 12 | 12 |
| Liftoff day 2 | 12 | 12 |
| Mission Control #2  (Game Dev workshop) | 8 | 4 |
| Project discussion | 7 | 7 |
| Total | 39 | 35 |

https://youtu.be/rPXuPctWsg4?t=17m10s