**Name of project:** NUS Battlefront

**Scope of project:** NUS Students

**Description:**

We are developing a casual mobile game that leverages on NUS wifi location services API and Google Location services. The game aims to provide short entertainment to NUS students, enticing students to explore NUS. 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 stats 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 (PvE) where a boss will appear in a particular location and all players must do collective damage to defeat the boss and receive loot drop. If a boss appears in “Computing area” players can only attack if the app detects that they are in Computing area too. Bosses will spawn daily in various locations.

**User Stories:** (users will mainly be NUS students)

1. I can play while waiting for the bus/ in between classes.
2. I can collect items, which may or may not appear when checking into places.
3. I can improve my character’s strengths while travelling to other faculties by “checking into” those places, making my commute more enjoyable.
4. I can work with other players to defeat daily event bosses to obtain loot drop.
5. I can pitt my character against other players and increase my ranks on leaderboards.
6. I can unlock skills of my character by collecting items.

**Features:**

1. Location services
2. Items/collectibles
3. Boss fighting
4. PvP fighting
5. Character skills and stats
6. Ranking system
7. Character design

**Motivation:**

There isn’t specifically a problem to be solved, this project aims to provide some entertainment to students and at the same time, capturing some hidden NUS gems that may be missed.

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 |
| HTML and CSS tutorial | 10 | 10 |
| App development | 4 | 4 |
| Project discussion | 6 | 6 |
| App development | 7 | 7 |
| Project discussion | 6 | 6 |
| App development | 5 | 5 |
| App development | 5 | 5 |
| Total | 82 | 82 |