

San Francisco State University

Multiplayer Game Develop CSC 631/831

Professor Yoon

**World of Balance Lobby Team
Design Document**

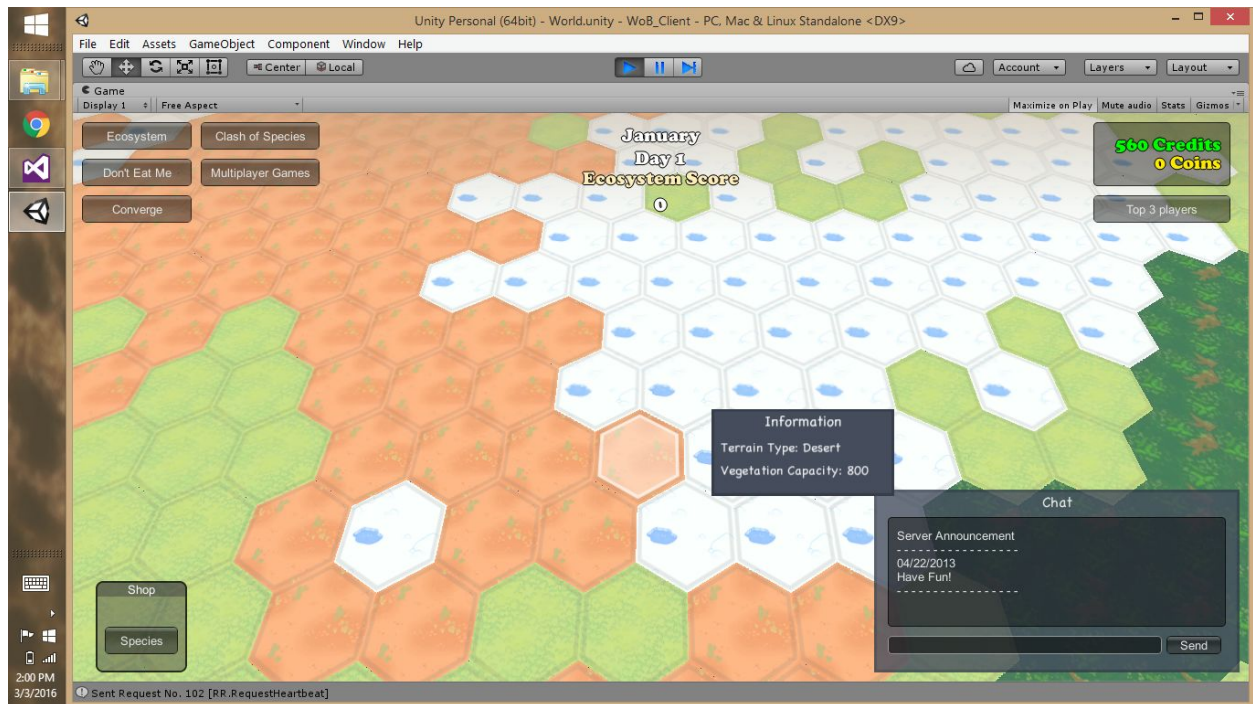
Team Members:

Darin, Paul, Maria, Dana,
Guanming, George, Adolfo

World of Balance Lobby

The World of Balance lobby is the entry point to the game. The lobby is the first screen players see when they login, and it's where they access the minigames and take care of their ecosystem. Therefore, it is crucial for the lobby to be intuitive and simple to use, while still providing all the necessary tools for players to communicate with each other, see their progress and have fun.

Current lobby:



Proposed Android Lobby UI

The amount of people that play games on their mobile devices has significantly increased over the last couple of years. Our main goal is to improve the experience for mobile players, by implementing the following features:

- Mobile friendly controls
- Information hidden until you need it
- Cleaner, more logical interface

Mobile-optimized lobby:



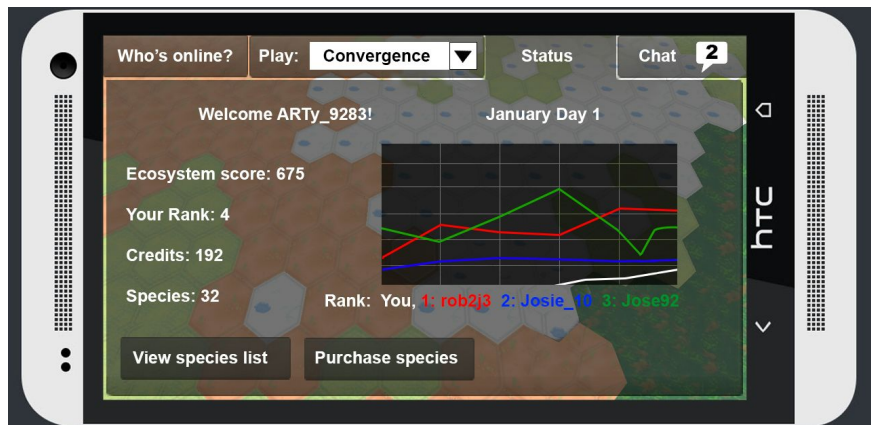
The new UI organization includes:

- Player Status screen
- List of currently connected users
- Play Mini-Games
- Chat Feature

Player Status screen

- Appears on login
- Shows all player stats, and rank
- View species list and access to Species Store

We are also providing players with a chart displaying their previous environment score, so they can keep track of progress, and be better informed when making changes to their environment.



List of currently connected users

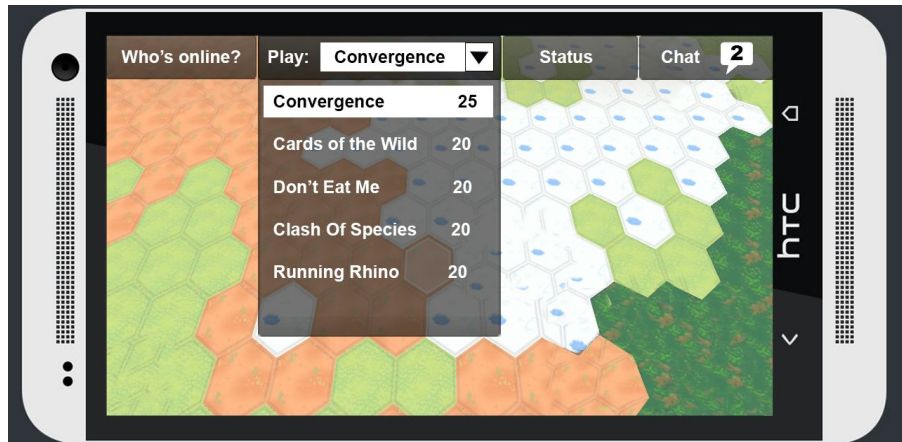
- Sort list by name, rank or score
- Chat launched by selecting a player

We want to encourage a competitive aspect in the game, by allowing the player to compare their stats to other players online.

Rank	Player	Credits	Species
9	Colex2039	234	23
13	Joes_BOT	453	25
15	Croline_XPS	341	18
16	Farklin293	291	19

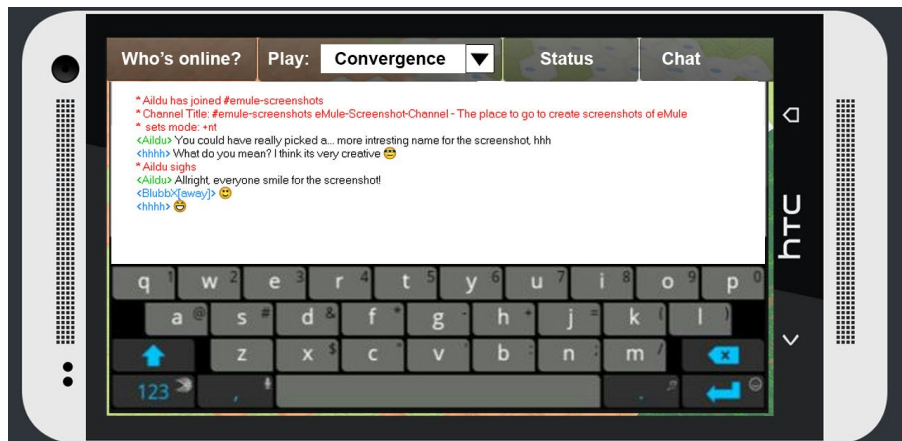
Play Mini-Games

- Easy access to available games
- Games available listed by cost-to-play



Chat Feature

- Standard Android chat interface
- Alerts player only when unread messages arrive



Additional changes:

2nd Tier priorities (Time permitting)

While our priority will be adapting the UI to be mobile friendly, our second layer of priorities includes:

- Removing one of the Currencies: Currently there are two types of currency: gold and credits. We find this confusing and unnecessary, and will remove the “gold” currency.
- Rebalancing the rewards from mini-games (mini game teams will need to correct this for their specific games).
- The species shop currently doesn't work. We would like to fix it, and improve the UI to add clarity.
- List recently played with users (for multiplayer games)
- Trading species between players: Each player would have the ability to purchase only a portion of the available animals.
- To collect all the animals, it would be necessary to trade species with other players: This could be either a passive element, ie. When you play with another player in a multiplayer game, their species become available to you.
- Social media elements added to the lobby: Posting achievements that other players can see, along with a message, and maybe a screenshot. Also, posting multiplayer game requests.

3rd Tier priorities (Time permitting)

For our third layer of priorities we have some less impactful but nice to have features:

- Show who own tiles: Currently, it is not clear which tiles are owned by who.
- Provide information about the player who owns the tiles, such as their environment score, mini-game wins, etc.
- Rework the logic for getting tiles, and make clear how to get them: Players get tiles for reaching certain goals, dictated by the

environment score, this would scale in a way that prevents 1 player from taking too many tiles.

- Adjust the carrying capacity of tiles, to more accurately reflect the terrain the tile represents. New textures for the tiles.
- Realistic tile placement based on the adjacent tiles: Eg. No Jungle tiles adjacent to Tundra.
- Tiles:
 - Dynamically expanding map, that generates a realistic environment.
 - To account for growing player base.
 - Ability to upgrade the carrying capacity of tiles.
- Ecosystem: The Ecosystem currently doesn't work. We would like to explore the possibility of fixing it, and implementing the following:
 - Include a feature to fully clear the environment so the user can start fresh.
 - Possible feature to decrement the biomass of specific species, rather than just a full clear.

Schedule

3/13	Complete Design Document
3/24	Set up UI for Android and remove unnecessary features
4/3	Get new UI working on Android
4/10	Implement chat feature
4/17	Rebalance rewards and write user manual
4/24	Rework tiles and Ecosystem (2nd tier priorities)
4/27	Project due w/ documentation
5/8	Work on 3rd tier priorities
5/17	Final Presentation