UTAS Student Project Nomination

Blake Stryker:
Last of the Space Mercenaries
An iOS boardgame

Summary
The goal of this project is to create an iOS boardgame. The game is a hybrid of board and card games, with the action taking place on the board, but controlled by the players playing from a hand of cards. The game will be played on iPhones/iPod Touch devices. Players perform all actions on their own iPhone, but all players see each others moves on each others phones.

IP/Confidentiality
Secret Lab retains a non-exclusive, perpetual, royalty-free, transferable right to all intellectual property generated as a result of development undertaken during this project. Students retain ownership of any code, plans, designs, blueprints, artwork, and related output from the development.

Project description

It's The Future, mankind has been roaming space for centuries, anything and everything is possible, the men are Real Men and the women are Real Women. Opportunities are vast, and every man and his Venician dog is out to get a piece of the action. Governments are all but gone, and the only powers are the mercenaries roaming through space taking missions as they please.

The greatest of all mercenaries is the legendary Blake Stryker, a man so magnificent he no longer takes missions, and spends most of his time chilling with black holes in the center of the galaxy.

However, Blake's time has come, and it is time for someone else to hold the mantle of Last of the Great Space Mercenaries. This is where you come in. You need to build up your reputation and yourself until you are ready to challenge the great Blake himself.

This project is an iPhone and iPod touch application that presents a board game, and allows the player to play a multiplayer game with other devices.

The game is a hybrid of board and card games.

The setting and flavour of this game is simply how we are currently envisaging it; any different setting the project team wants to make instead is perfectly fine with us.

The player is represented as a series of cards (Stat Cards). These cards give you your character stats such as health, movement speed and base damage. Players are shown as a game piece on the galaxy board, which indicates their location in the galaxy.
The galaxy board is a series of concentric circles, interconnected at numerous points. In the very centre of the galaxy is Blake, chilling with the black holes, the deeper into the galactic centre you go the more dangerous enemies and spatial anomalies you must face.

You start the game at a space station at the outer edges of the galaxy board, where you receive your first mission.

A mission involves moving from one location to another. As you move across the board, you will encounter enemies, spacial anomalies and other players who will try to stop you from completing your mission.

Turns are taken in order, but combat is resolved simultaneously.

If two or more players end up on the same spot in the galaxy they must fight each other.

The second component of the game is the player’s Ability Cards. Ability Cards are cards used during battle to help you win a fight.

After using an Ability Card it goes into the Discard Pile.

The player randomly draws fresh Ability Cards from the Discard Pile whenever they end their turn.

Instead of playing an Ability Card from their hand the player may instead Abandon the card. Abandoning a card will permanently remove it from play but allow the player to steal an Ability Card from whomever they are fighting and place it in their Discard Pile. This way, the players can build up a constantly recycling deck of really good Ability Cards and is the core mechanic of the game.

Combat works in a series of rounds, both the enemy and the player do one normal attack plus play one Ability Card per round. The first to die loses the combat and fails their current mission. Players who lose combat are sent back to the space station.

As players complete missions they gain reputation and can spend this reputation to get more dangerous and higher rewarding missions. Once the players have collected enough reputation they may spend it to challenge Blake Stryker.

The first player to defeat Blake Stryker AND make it back home to tell everyone about it, wins.

The game is displayed on the device’s screen, and interactions with the game take place through the touchscreen.

The visual style and user interaction design of the application is left up to the developer.

The main output for this project will be:

- The iPhone/iPod Touch app for playing the game

**Project Technical Information**

- The project is to be done with the Objective C language and iOS framework using the Xcode 4 IDE.
• The project will require two or more iPod Touch devices/iPhones for testing. Secret Lab will provide a limited amount of iPod touch devices for testing.
• A source code repository will be provided and required to be used for the development of the project.
• Weekly code commits will be required during the implementation stages of the project.
• The Parse API (https://parse.com/) is to be used for storing game data amongst the devices.
• Secret Lab is willing to provide iOS development mentoring.

Client Details
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