

Introduction

This document outlines the basic requirements and functions for a framework to construct the platform for a game I have designed. The game is all about the gamers performing in the real world.

The actual game play will not be discussed in this document in order to keep the game details confidential.

Parts of the software will be developed by the owner once the initial frame work has been developed, debugged and delivered. The developer will be retained to consult, develop, debug and deploy in support of the owner.

This is a self-funded development by an individual. The game functions are functions that are commonly available in a variety games and software currently being used in many applications.

Document Purpose

The purpose of this document is to outline the application functions and identify:

- A development environment that:
 - Is easy to use
 - Delivers browser based and mobile phone based applications
 - Is scalable to support up to 1000 clients interacting with a master game controller
- A development company that can
 - Select the correct development environment
 - Program the initial frame work and functions
 - Train the designer to perform modifications
 - Work with the designer on a long term basis to grow the system
- A partner that can
 - Host the runtime servers, web installation and support
- All functions to complete scoping of the application design, development and deployment to produce a quote.

Skills Required

The developer will ideally have the following skill sets

- Fluently communicate in English
- Experience in web / game development
- Experience in a variety of development languages to be able to recommend that best development platform to recommend
- Provide browser based and mobile phone / tablet based development
- IP / Voip communications development skills
- Web site development and deployment skills
- Database design and implementation skills

- Client / customer account database development skills
- Accounting / sales system development and support including PAYPAL and Credit card transaction skills

The Game Players

In this game there is a Master Game Controller (MGC) who can be connected to (theoretically unlimited), but for version 1.00, up to 200 players.

The game controller loads a browser based program (MGC) that runs on a PC (windows), Android, IOS, Windows tablet.

The Player downloads the Client Game Controller (CGC) from Apple Play or iTunes Game client that allows game play.

Game SW Server Attributes

- Customer database - Account details for each Master Game Controller
- Stores multiple configurations of game designed by MCG
 - Individual config per game
 - Unique names for each game
 - Number of game players supported for each game
 - Default or unique sound file (MP3) names for each config
- Stores (Default) MP3 Files for game sounds
- Stores unique MP3 sound files for each user
- Supports payment from paypal and major credit card supplies (VISA, Mastercard)
- Game play bundle pack payment plans options
 - Pay to play each game
 - Pay for bundle packs of 20,50,100
 - Pay for monthly access 1 , 3 , 6 , 12 months

Game Master Controller SW Attributes

- Browser based runtime for PC (windows), Android, IOS, Windows tablet.
- Control buttons that send messages or sounds through to:
 - Individual clients
 - All clients
- IP text communications through WIFI to clients
 - Messaging facility
 - Chat area for unique messages between controller and client.
 - Set messages than can be triggered and sent to client either:
 - System automatically based on game logic
 - Manually by game controller

- IP VOIP communications to game clients
 - Using voice communications to
 - Speak to player individually
 - Broadcast to all players

Game Client SW Attributes

- Runs on IOS or Android
- Set client interface for game play
- IP text communications through WIFI to clients
 - Messaging facility
 - Chat area for unique messages between controller and client.
 - Message display area to show messages from game controller or system
- IP VOIP communications to game clients
 - Using voice communications to
 - Speak to controller
 - Push button to Answer / Call / Hangup
 - LED ON=in call / Blinking being called or calling / off = hung up

Game look and feel

Client Application - Phone



Above is the look of the game on a Samsung galaxy phone. This is the client s/w running.

Controller Application - Tablet



The Game controller look and feel is similar to the client. There will be:

- Broadcast to all clients
 - A call button to VOIP broadcast to all clients
 - A message button to message all clients
- Buttons that can be assigned to each client
 - call button for each client
 - Send message to be displayed on client
 - Send sound to be played on client
- Depending on the version of game there may be up to 10 buttons per client

Game Design details

Location	Item Name	Item Function	Item description	Interaction	Indicators	Linked to	Function / Description
Master Game Controller (MGC)	MCS Framework	Framework to place Control buttons indicators into	Square / Rectangle Box with flexible shape / background colours	No interaction. Simply a holder for the buttons	N/A		Background Framework that holds game buttons
Client Game Controller(CGC)	CCS Framework	Framework to place Control buttons indicators into	Square / Rectangle Box with flexible shape / background colours	No interaction. Simply a holder for the buttons	N/A		Background Framework that holds game buttons
Master Game Controller (MGC)	Button 1	Play MP3	A circular / square / rectangle shaped button. Colour to be flexible. Embedded Virtual LED	Press on or off & Read LED Status	Simulated LED - ON / Off	Can be linked to from 0 to all clients	Pressed ON. The system plays a MP3 sound file at the CGC linked to the button. And the LED light goes on. Pressed OFF. MP3 files stops playing. LED goes off.
Master Game Controller(MGC)	Button 2	Call CGC	A circular / square / rectangle shaped button. Colour to be flexible. Embedded Virtual LED	Press on or off Calls CGC # Turns LED ON / Off	Simulated LED - ON / Off	Slave Control Station #	Pressed ON. The system Turns on simulated LED. Connects MGC tablet to CGC phone / Tablet via wifi comms. Pressed OFF. Call disconnected. LED goes off.

Client Control Station(CGC)	Comms 2	A simulated press to activate button with an embedded LED light. When pressed calls MGC	A circular / square / rectangle shaped button. Colour to be flexible. Embedded Virtual LED	Press on or off Calls MGC Turns LED ON / Off	Simulated LED - ON / Off	MCG	Pressed ON. The system turns on simulated LED. Connects CCS tablet to MCS Tablet via wifi comms. Pressed OFF. Call disconnected. LED goes off.
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