Miner Monsters



Project Proposal

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Project Description

Miner Monsters is a multiplayer game in which players compete to obtain the strongest monster on campus. Players capture monsters by scanning various GPS coordinates in which different monster types are found. If a monster is found a player must choose to either keep, replace, or discard such creature using a maximum of two monsters. Starting each creature at level 1, a player may gain experience points towards leveling-up, by engaging and thus winning 1 vs. 1 battles with other players. Furthermore, battles with other players occur via blue tooth connection.

Tasks Performed by Each Group Member Game coding/logic – Erik & David GPS scan and networking – Erik & David

Project Category Gaming

Why the Project is Interesting

In order to get different types of monsters, players must travel to different areas on campus, which thus gives players reasons to go to places they normally wouldn't go. It may also provide another medium for social interaction.

Practical need for the proposed app, Who will use this app, does it serve a specific population of customers?

Incoming freshman may use this app to better explore the campus geographically as well as socially. It can also be used to make sure such freshman encounter important landmarks on campus such as the health center, campus police... etc.

How the proposed app is going to benefit the UNC Charlotte community and/or Charlotte community?

It will benefit the UNCC community by providing entertainment along with campus orientation.

What are the used sensors?

Miner Monsters will implement GPS functions for collecting monsters; vibration function to indicate taken damage and a blue tooth connection for battles.

Do you need server support?

No, Miner Monsters are uses a blue tooth connection for the battles.

Does the app integrate with social networking sites such as facebook, twitter, etc? And what will be retrieved or posted on these social networking sites? Miner Monsters can be integrated with social sites, but there are no plans as of right now.

What information will the app collect from the user? Is there going to be any private information collected? And if yes, how will this data be protected?

The only information to be collected is GPS location when the 'search for monsters' button is pressed. This is not private data because UNCC is a public place. Such data will be discarded after the app determines which monster they receive.

	Monster 1	Monster 2	Monster 3	Monster 4	Monster 5	Monster 6	Monster 7	Monster 8	Monster 9
Health	10	10	12	12	14	14	16	16	18
Attack	3	4	2	3	2	3	1	3	1
Defense	3	1	3	3	1	3	2	1	2
Speed	2	3	2	1	4	2	3	1	1

Here is an example of the level 1 monster statistics:

Note: These statistics are not final; we will need to test the balance between our monsters in order to keep the game fair. If we have time we may add some resource the monsters can use to perform special attacks, or we may add in additional properties such as critical strikes or have different types of elements for the monsters. An element would be something like a fire or water monster, where it is strong against one, but weak to another. This would make the game more difficult to balance and give it more of a rock, paper, and scissors effect.

Here is an example of what locations give which type of monster:

