CLAIMS

1. A method performed by a portable electronic device, the method comprising:

executing a game by arranging, based on a command received from a first player, a plurality of game contents within a game space, the game contents including at least game contents for defending from an attack initiated by a second player;

receiving a command to create a template from the first player;

creating, responsive to the received command to create the template, a plurality of templates defining the plurality of game contents and respective positions of the plurality of game contents within the game space;

creating a plurality of images that each correspond to one of the plurality of templates;

displaying a screen including the plurality of images;

receiving a selection corresponding to one of the displayed images; and

applying a template corresponding to the received selection to a predetermined area within the game space.

2. The method according to claim 1, wherein

the respective positions of the plurality of game contents within the game space are defined by coordinates in the game space.

3. The method according to claim 1 or 2, comprising:

displaying an interface including the game space and images corresponding to a plurality of game contents; and

receiving a command to allocate at least one of the plurality of game contents in an area of the game space; and

allocating the at least one of the plurality of game contents to the area of the game space based on the received command.

4. The method according to any one of claims 1 to 3, wherein

the plurality of game contents are categorized into a plurality of different types of game content, and

different image data is associated with each of the plurality of different types of game content.

5. The method according to any one of claims 1 to 4, comprising:

allocating the applied template as the first player's active allocation of the plurality of game contents upon receiving a command from the first player.

6. The method according to any one of claims 1 to 5, comprising:

registering the applied template to a server by transmitting information corresponding to the applied template to the server via a communication interface of the portable electronic device.

7. One or more non-transitory computer readable media, including computer-program instructions, which when executed by an electronic device, cause the electronic device to:

execute a game by arranging, based on a command received from a first player, a plurality of game contents

within a game space, the game contents including at least game contents for defending from an attack initiated by another player;

receive a command to create a template from the first player;

create, responsive to the received command to create the template, a plurality of templates defining the plurality of game contents and respective positions of the plurality of game contents within the game space;

create a plurality of images that each correspond to one of the plurality of templates;

display a screen including the plurality of images;

receive a selection corresponding to one of the displayed images; and

apply a template corresponding to the received selection to the game space.

8. The one or more non-transitory computer readable media according to claim 7, wherein

the respective positions of the plurality of game contents within the game space are defined by coordinates in the game space.

9. The one or more non-transitory computer readable media according to claim 7 or 8, wherein the computer-program instructions, when executed by the electronic device, cause the electronic device to:

display an interface including the game space and images corresponding to a plurality of game contents;

receive a command to allocate at least one of the plurality of game contents in an area of the game space; and

allocate the at least one of the plurality of game contents to the area of the game space based on the received command.

10. The one or more non-transitory computer readable media according to any one of claims 7 to 9, wherein

the plurality of game contents are categorized into a plurality of different types of game content, and

different image data is associated with each of the plurality of different types of game content.

11. The one or more non-transitory computer readable media according to any one of claims 7 to 10, wherein the computer-program instructions, when executed by the electronic device, cause the electronic device to:

allocate the applied template as the first player's active allocation of the plurality of game contents upon receiving a command from the first player.

12. The one or more non-transitory computer readable media according to any one of claims 7 to 11, wherein the computer-program instructions, when executed by the electronic device, cause the electronic device to:

register the applied template to a server by transmitting information corresponding to the applied template to the server via a communication interface of the electronic device.

13. An electronic device comprising:

circuitry configured to

execute a game by arranging, based on a command received from a first player, a plurality of game contents within a game space, the game contents including at least

game contents for defending from an attack initiated by another player;

receive a command to create a template from the first player;

create, responsive to the received command to create the template, a plurality of templates defining the plurality of game contents and respective positions of the plurality of game contents within the game space;

create a plurality of images that each correspond to one of the plurality of templates;

display a screen including the plurality of images;

receive a selection corresponding to one of the displayed images; and

apply a template corresponding to the received selection to the game space.

14. The electronic device according to claim 13, wherein

the respective positions of the plurality of game contents within the game space are defined by coordinates in the game space.

15. The electronic device according to claim 13 or 14, wherein the circuitry is configured to:

display an interface including the game space and images corresponding to a plurality of game contents;

receive a command to allocate at least one of the plurality of game contents in an area of the game space; and

allocate the at least one of the plurality of game contents to the area of the game space based on the received command.

16. The electronic device according to any one of claims 13 to 15, wherein

the plurality of game contents are categorized into a plurality of different types of game content, and

different image data is associated with each of the plurality of different types of game content.

17. The electronic device according to any one of claims 13 to 16, wherein the circuitry is configured to:

allocate the applied template as the first player's active allocation of the plurality of game contents upon receiving a command from the first player.

18. The electronic device according to any one of claims 13 to 17, wherein the circuitry is configured to:

register the applied template to a server by transmitting information corresponding to the applied template to the server via a communication interface of the electronic device.