COMPUTER CONTROL METHOD ~~FOR CONTROLLING COMPUTER~~, CONTROL PROGRAM AND COMPUTER

TECHNICAL FIELD

[0001]

This invention relates to a method for controlling a computer, a control program and a computer.

BACKGROUND

[0002]

In recent years, games have become commonplace which are played by installing a game program on a portable device from a server via a communication network. Such games include games in which multiple players can participate (so-called "social games"). There are games wherein players can not only fight against or help each other, but are also enabled to communicate with each other.

[0003]

Such known games include games (so-called "city building games") wherein a player builds a city within a virtual space (hereinafter referred to as "game space") provided in the game program (for example, non-patent literature 1). In city building games, players can build various facilities (such as houses, streets, ports, train stations, airports, castles, training facilities, etc.) on desired positions and create a city after their liking.

CITATION LIST

NON-PATENT LITERATURE

[0004]

Non-Patent Literature 1: "SimCity", [online], August 27, 2013, [searched on September 13, 2013], internet <URL: http://en.wikipedia.org/wiki/SimCity>

Non-Patent Literature 2: "Clash of Clans", [online], September 6, 2013, [searched on September 13, 2013],

CLAIMS

1. A method for controlling a computer that is provided with a storage unit configured to store game contents arranged within a game space, positions of the game contents, and a template defining positions of one or more of game contents, and that progresses a game by arranging the game contents within the game space based on a command by a player, the method comprising:

when the template is applied to an area designated by the player within the game space based on the command by the player, moving, by the computer, the game contents arranged within the game space to the positions of the game contents defined by the template.

2. The method according to claim 1, wherein

the storage unit further stores a template related to a different player, and

when the template related to the different player is applied to a predetermined area within the game space based on the command by the player, the computer moves the game contents arranged within the game space to the positions of the game contents defined by the template related to the different player.

3. The method according to claims 2, wherein

the storage unit further stores game contents which are arranged within the game space and are related to the different player, and positions of the game contents, and

when the template related to the different player is applied to a predetermined area within the game space based on a command by the different player, the computer moves, out of the game contents arranged within the game space,

game contents related to the different player to the positions of the game contents defined by the template related to the different player.

4. The method according to claim 1, wherein

when a start of an event is reported by a different computer, the computer obtains a template for the event from the different computer and moves the game contents arranged within the game space to the positions of the game contents defined by the template obtained from the different computer.

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

when the number of game contents arranged within the game space is smaller than the number of game contents for which positions are defined by the template, the computer moves the game contents arranged within the game space to the positions of the game contents defined by the template to which the moving distance is the smallest.

6. The method according to claim 5, wherein

out of the positions of the game contents defined by the template, the computer displays positions on which no game contents are arranged and the game contents, in a discernible condition.

7. The method according to any one of claims 1 to 6, wherein

when the number of game contents arranged within the game space is larger than the number of game contents for which position are defined by the template, the computer moves the game contents arranged within the game space for

which the moving distance to the positions of the game contents defined by the template is the smallest, to the positions.

8. The method according to any one of claims 1 to 7, wherein

when a template is created for a predetermined area within the game space based on a command from the player, the computer stores positions of game contents arranged within the predetermined area, as the template, in the storage unit.

9. The method according to any one of claims 1 to 7, wherein

when a template is created by combining a plurality of templates based on a command from the player or a different player, or commands from the player and the different player, the computer stores the positions of the game contents defined by the plurality of templates, as the template, in the storage unit.

10. A control program for controlling a computer that is provided with a storage unit configured to store game contents arranged within a game space, positions of the game contents, and a template defining positions of one or more of game contents, and that progresses a game by arranging the game contents within the game space based on a command by a player, wherein the control program causes the computer to execute a process, the process comprising:

when the template is applied to an area designated by the player within the game space based on the command by the player, moving, by the computer, the game contents

arranged within the game space to the positions of the game contents defined by the template.

11. A computer that progresses a game by arranging game contents within a game space based on a command by a player, the computer comprising:

a storage unit configured to store game contents arranged within the game space, positions of the game contents, and a template defining positions of one or more of game contents; and

a processing unit configured to apply the template to an area designated by the player within the game space based on the command by the player,

wherein when the template is applied, the processing unit moves the game contents arranged within the game space to the positions of the game contents defined by the template.

12. A method for controlling a computer that is provided with a storage unit configured to store a template defining positions of one or more of game contents for each player, and that progresses a game by arranging the game contents within the game space based on a command by a player, the method comprising:

when the template is applied to an area designated by the player within the game space based on the command by the player, arranging, by the computer, the game contents possessed by the player at the positions of the game contents defined by the template.

13. The method according to claim 12, wherein

the computer arranges the game contents which has not been arranged within the game space out of the game contents possessed by the player, in the arranging step.

14. The method according to claims 12 or 13, wherein

when the template is applied to an area designated by the player within the game space based on the command by the player, the computer determines whether the game contents defined by the template are possessed by the player, and when the computer determines that the game contents defined by the template are not possessed by the player, the computer outputs display data for purchasing the game contents.

15. The method according to any one of claims 12 to 14, wherein

when the template related to the different player is applied to a predetermined area within the game space based on the command by the player, the computer arranges the game contents possessed by the player at the positions of the game contents defined by the template related to the different player.

16. The method according to any one of claims 12 to 15, wherein

when the template related to the different player is applied to a predetermined area within the game space based on a command by the different player, the computer arranges game contents possessed by the different player at the positions of the game contents defined by the template related to the different player.

17. The method according to any one of claims 12 to 14, wherein

when a start of an event is reported by a different computer, the computer obtains a template for the event from the different computer and arranges the game contents possessed by the player at the positions of the game contents defined by the template obtained from the different computer.

18. The method according to any one of claims 12 to 17, wherein

out of the positions of the game contents defined by the template, the computer displays positions on which no game contents are arranged and the game contents, in a discernible condition.

19. The method according to any one of claims 12 to 18, wherein

when a template is created for a predetermined area within the game space based on a command from the player, the computer stores positions of game contents arranged within the predetermined area, as the template, in the storage unit.

20. The method according to any one of claims 12 to 19, wherein

when a template is created by combining a plurality of templates based on a command from the player or a different player, or commands from the player and the different player, the computer stores the positions of the game contents defined by the plurality of templates, as the template, in the storage unit.

21. A method for controlling a computer that is provided with a storage unit configured to store game contents arranged within a game space, positions of the game contents, and a template defining positions of one or more of game contents, and that progresses a game by arranging the game contents within the game space based on a command by a player, the method comprising:

when the template is created to an area designated by the player within the game space based on the command by the player, storing, by the computer, the positions of the game contents arranged within the area, as the template, in the storage unit.

22. The method according to claim 21, wherein

the area is an area with the two points designated by the player as opposite apexes.

23. The method according to claims 21 or 22, wherein

when a template is created by combining a plurality of templates based on a command from the player or a different player, or commands from the player and the different player, the computer stores the positions of the game contents defined by the plurality of templates, as the template, in the storage unit.

24. A control program for controlling a computer that is provided with a storage unit configured to store a template defining positions of one or more of game contents for each player, and that progresses a game by arranging the game contents within the game space based on a command by a player, wherein the control program causes the computer to execute a process, the process comprising:

when the template is applied to an area designated by the player within the game space based on the command by the player, arranging, by the computer, the game contents possessed by the player at the positions of the game contents defined by the template.

25. A control program for controlling a computer that is provided with a storage unit configured to store game contents arranged within a game space, positions of the game contents, and a template defining positions of one or more of game contents, and that progresses a game by arranging the game contents within the game space based on a command by a player, wherein the control program causes the computer to execute a process, the process comprising:

when the template is created to an area designated by the player within the game space based on the command by the player, storing, by the computer, the positions of the game contents arranged within the area, as the template, in the storage unit.

26. A computer that progresses a game by arranging game contents within a game space based on a command by a player, the computer comprising:

a storage unit configured to store a template defining positions of one or more of game contents for each player; and

a processing unit configured to apply the template to an area designated by the player within the game space based on the command by the player,

wherein when the template is applied, the processing unit arranges the game contents possessed by the player at the positions of the game contents defined by the template.

27. A computer that progresses a game by arranging game contents within a game space based on a command by a player, the computer comprising:

a storage unit configured to store game contents arranged within the game space, positions of the game contents, and a template defining positions of one or more of game contents; and

a processing unit configured to create the template to an area designated by the player within the game space based on the command by the player,

wherein when the template is created, the processing unit stores the positions of the game contents arranged within the area, as the template, in the storage unit.

28. A method for controlling a computer that is provided with a storage unit configured to store a template defining positions of one or more of game contents for each player, and that progresses a game by arranging the game contents within the game space based on a command by a player, the method comprising:

when the template is applied to within the game space, arranging, by the computer, the game contents possessed by the player at the positions of the game contents defined by the template; and

when the game contents corresponding to the positions defined by the template are not possessed by the player, reporting the game contents corresponding to the position to which corresponding game contents are not possessed by the player, of the positions defined by the template, to the player.

29. The method according to claim 28, wherein

the computer further reports game contents of the same type as the game contents corresponding to the position to which corresponding game contents are not possessed by the player, which are not possessed by the player, to the player, in the reporting step.

30. The method according to claims 28 or 29, wherein

the computer outputs display data for purchasing the game contents corresponding to the position to which corresponding game contents are not possessed by the player, which are not possessed by the player.

31. A method for controlling a computer that is provided with a storage unit configured to store a template defining positions of one or more of game contents for each player, and that progresses a game by arranging the game contents within the game space based on a command by a player, the method comprising:

when the template is applied to within the game space, arranging, by the computer, the game contents possessed by the player at the positions of the game contents defined by the template; and

when the game contents which are not arranged within the game space, of the game contents defined by the template are possessed by the player, arranging the game contents possessed by the player at the positions of the game contents defined by the template.

32. A method for controlling a computer that is provided with a storage unit configured to store a template defining positions of one or more of game contents for each player, and that progresses a game by arranging the game contents

within the game space based on a command by a player, the method comprising:

when the template is applied to within the game space, arranging, by the computer, the game contents possessed by the player at the positions of the game contents defined by the template; and

moving the game contents which are not defined by the template, of the game contents arranged within the game space from the game space to a space for storing game the game contents which are not arranged within the game space.

33. A control program for controlling a computer that is provided with a storage unit configured to store a template defining positions of one or more of game contents for each player, and that progresses a game by arranging the game contents within the game space based on a command by a player, wherein the control program causes the computer to execute a process, the process comprising:

when the template is applied to within the game space, arranging, by the computer, the game contents possessed by the player at the positions of the game contents defined by the template; and

when the game contents corresponding to the positions defined by the template are not possessed by the player, notifying the player the game contents corresponding to the position to which corresponding game contents are not possessed by the player, of the positions defined by the template.

34. A control program for controlling a computer that is provided with a storage unit configured to store a template defining positions of one or more of game contents for each player, and that progresses a game by arranging the game

contents within the game space based on a command by a player, wherein the control program causes the computer to execute a process, the process comprising:

when the template is applied to within the game space, arranging, by the computer, the game contents possessed by the player at the positions of the game contents defined by the template; and

when the game contents which are not arranged within the game space, of the game contents defined by the template are possessed by the player, arranging the game contents possessed by the player at the positions of the game contents defined by the template.

35. A control program for controlling a computer that is provided with a storage unit configured to store a template defining positions of one or more of game contents for each player, and that progresses a game by arranging the game contents within the game space based on a command by a player, wherein the control program causes the computer to execute a process, the process comprising:

when the template is applied to within the game space, arranging, by the computer, the game contents possessed by the player at the positions of the game contents defined by the template; and

moving the game contents which are not defined by the template, of the game contents arranged within the game space from the game space to a space for storing game the game contents which are not arranged within the game space.

36. A computer that progresses a game by arranging game contents within a game space based on a command by a player, the computer comprising:

a storage unit configured to store a template defining positions of one or more of game contents for each player; and

a processing unit configured to apply the template to within the game space,

wherein when the template is applied, the processing unit arranges the game contents possessed by the player at the positions of the game contents defined by the template, and

when the game contents corresponding to the positions defined by the template are not possessed by the player, the processing unit reports the game contents corresponding to the position to which corresponding game contents are not possessed by the player, of the positions defined by the template, to the player.

37. A computer that progresses a game by arranging game contents within a game space based on a command by a player, the computer comprising:

a storage unit configured to store a template defining positions of one or more of game contents for each player; and

a processing unit configured to apply the template to within the game space,

wherein when the template is applied, the processing unit arranges the game contents possessed by the player at the positions of the game contents defined by the template, and

when the game contents which are not arranged within the game space, of the game contents defined by the template are possessed by the player, the processing unit arranges the game contents possessed by the player at the positions of the game contents defined by the template.

38. A computer that progresses a game by arranging game contents within a game space based on a command by a player, the computer comprising:

a storage unit configured to store a template defining positions of one or more of game contents for each player; and

a processing unit configured to apply the template to within the game space,

wherein when the template is applied, the processing unit arranges the game contents possessed by the player at the positions of the game contents defined by the template, and

the processing unit moves the game contents which are not defined by the template, of the game contents arranged within the game space from the game space to a space for storing game the game contents which are not arranged within the game space.

39. A method for controlling a computer that is provided with a storage unit, the method comprising:

storing in the storage unit a plurality of template defining positions of one or more of game contents;

progressing a game by arranging the game contents within a game space based on a command by a player;

outputting display data for selecting template from the plurality of templates, by the player; and

when the template is applied to area determined based on a command by the player within game space based on a command by the player, arranging, by the computer, the game contents possessed by the player at the positions of the game contents defined by the template.

40. The method according to claim 39, wherein

when a start of an event is reported by a different computer, the computer obtains a template for the event from the different computer and arranges the game contents possessed by the player at the positions of the game contents defined by the template obtained from the different computer.

41. The method according to claims 39 or 40, wherein

out of the positions of the game contents defined by the template, the computer displays positions on which no game contents are arranged and the game contents, in a discernible condition.

42. The method according to any one of claims 39 to 41, wherein

when a template is created for a predetermined area within the game space based on a command from the player, the computer stores positions of game contents arranged within the predetermined area, as the template, in the storage unit.

43. The method according to any one of claims 39 to 42, wherein

when a template is created by combining a plurality of templates based on a command from the player or a different player, or commands from the player and the different player, the computer stores the positions of the game contents defined by the plurality of templates, as the template, in the storage unit.

44. The method according to any one of claims 39 to 43, wherein

the computer outputs display data for selecting area the template is applied, by the player.

45. The method according to any one of claims 39 to 44, wherein

the computer outputs display data for displaying a preview image for when the selected template is applied to a predetermined area within the game space, and listing names and quantities of the game contents for which positions are defined by the selected template.

46. A control program for controlling a computer that is provided with a storage unit, wherein the control program causes the computer to execute a process, the process comprising:

storing in the storage unit a plurality of template defining positions of one or more of game contents;

progressing a game by arranging the game contents within a game space based on a command by a player;

outputting display data for selecting template from the plurality of templates, by the player; and

when the template is applied to area determined based on a command by the player within game space based on a command by the player, arranging, by the computer, the game contents possessed by the player at the positions of the game contents defined by the template.

47. A computer comprising:

a storage unit configured to store a plurality of template defining positions of one or more of game contents;

a processing unit configured to progress a game by arranging the game contents within a game space based on a command by a player; and

outputting unit configured to output display data for selecting template from the plurality of templates, by the player,

wherein when the template is applied to area determined based on a command by the player within game space based on a command by the player, the processing unit arranges the game contents possessed by the player at the positions of the game contents defined by the template.

WHAT IS CLAIMED IS:

1. A method for controlling a computer that is provided with a storage unit configured to store game contents arranged within a game space, positions of the game contents, and a template defining positions of one or more of game contents, and that progresses a game by arranging the game contents within the game space based on a command by a player, the method comprising:

when the template is applied to a predetermined area within the game space based on the command by the player, moving, by the computer, the game contents arranged within the game space to the positions of the game contents defined by the template.

2. The method according to claim 1, wherein

the storage unit further stores a template related to a different player, and

when the template related to the different player is applied to a predetermined area within the game space based on the command by the player, the computer moves the game contents arranged within the game space to the positions of the game contents defined by the template related to the different player.

3. The method according to claim 2, wherein

the storage unit further stores game contents which are arranged within the game space and are related to the different player, and positions of the game contents, and

when the template related to the different player is applied to a predetermined area within the game space based on a command by the different player, the computer moves, out of the game contents arranged within the game space, game contents related to the different player to the positions of the game contents defined by the template related to the different player.

4. The method according to claim 1, wherein

when a start of an event is reported by a different computer, the computer obtains a template for

the event from the different computer and moves the game contents arranged within the game space to the positions of the game contents defined by the template obtained from the different computer.

5. The method according to claim 1, wherein when the number of game contents arranged within the game space is smaller than the number of game contents for which positions are defined by the template, the computer moves the game contents arranged within the game space to the positions of the game contents defined by the template to which the moving distance is the smallest.

6. The method according to claim 5, wherein out of the positions of the game contents defined by the template, the computer displays positions on which no game contents are arranged and the game contents, in a discernible condition.

7. The method according to claim 1, wherein when the number of game contents arranged within the game space is larger than the number of game contents for which position are defined by the template, the computer moves the game contents arranged within the game space for which the moving distance to the positions of the game contents defined by the template is the smallest, to the positions.

8. The method according to claim 1, wherein when a template is created for a predetermined area within the game space based on a command from the player, the computer stores positions of game contents arranged within the predetermined area, as the template, in the storage unit.

9. The method according to claim 1, wherein when a template is created by combining a plurality of templates based on a command from the player or a different player, or commands from the player and the different player, the computer stores the positions of the game contents defined by the plurality of

templates, as the template, in the storage unit.

10. A control program for a computer that is provided with a storage unit configured to store game contents arranged within a game space, positions of the game contents, and a template defining positions of one or more of game contents, and that progresses a game by arranging the game contents within the game space based on a command by a player, the program causing the computer to execute a process, the process comprising:

when the template is applied to a predetermined area within the game space based on the command by the player, moving, by the computer, the game contents arranged within the game space to the positions of the game contents defined by the template.

11. A computer that progresses a game by arranging game contents within a game space based on a command by a player, the computer comprising:

a storage unit configured to store game contents arranged within the game space, positions of the game contents, and a template defining positions of one or more of game contents; and

a processing unit configured to apply the template to a predetermined area within the game space based on the command by the player,

wherein when the template is applied, the processing unit moves the game contents arranged within the game space to the positions of the game contents defined by the template.