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# PROJECT DESCRIPTION



- The software we have created is the digital version of the game called "Bunco".  
Players roll three dice to match a target number, aiming to score points through "Buncos" (three-of-a-kind of the target number) and other rolls.

# KNOWN REQUIREMENTS

- We have to make sure the game can handle dice rolls and keep track of everything.
- It should let a bunch of us play at once.
- Got to recognize when someone gets a Bunco (Three of the same number) and give them the points.
- Also, it needs to be easy to play with a simple and standing out interface.

# ACTUAL REQUIREMENTS

## 1. DICE MECHANICS:

- a) Implement dice mechanics that firmly comply with the Bunco rules.
  - Ensure that dice rolls are displayed clearly in the UI.

## 2. PLAYER INTERACTIONS:

- a. Enable players to record their scores and roll dice in its turn.
- b. Guarantee that game states change smoothly based on player actions.

# ACTUAL REQUIREMENTS

## 3. SCORING SYSTEM:

- a. Create a system that precisely determines points by applying the Bunco rules.
- b. Detect when players complete particular combos and update scores accordingly.

## 4. USER INTERFACE:

- a. Create a User-friendly interface for smooth navigation.
- b. Offer easily accessible options to end and start new games.
- c. Include settings if necessary so that users can personalize their gaming experience.

# ACTUAL REQUIREMENTS

## 5.ADDITIONAL FEATURES:

- a. Utilize visual cues to improve player interaction during gameplay
- b. To improve the overall gaming experience, consider about adding optional sound effects.
- c. Explore features that promote accessibility, like movable font sizes, to guarantee that all players are included.

# TEST CASES

TEST ID	DESCRIPTION	EXPECTED RESULTS
1	Test initial game	Game initializes with no errors.
2	Verify Player Registration	Players can register successfully.
3	Check Game Start	Game starts when all players are ready.
4	Validate Score Tracking	Scores update correctly after each round.
5	Test Game Pause/Resume	Game can be paused and resumed without issues.
6	Confirm End-of-Game Conditions	Game ends when a player reaches the target score.
7	Inspect In-Game Chat Functionality	In-game chat sends and displays messages correctly.
8	Check for Proper Error Handling	Game handles errors gracefully without crashing.

# GAME RULES

R-01

**Rolling for points:** On your turn, roll three dice. Aim to roll the number matching the round (e.g., ones in round one). Each match earns one point. Three of a kind (not the target) earns five points. Three of the target scores 21 points.

R-02

**Continuing Play:** If you score 21 points, you continue rolling until you fail to roll the target number or a three of a kind. If you don't roll the target number or a three of a kind, your turn ends, and you pass the dice to the next player.

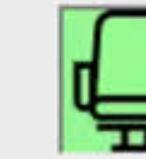
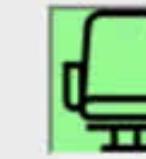
R-03

**Winning a Round:** The player who first reaches or exceeds 21 points in a round wins that round. After 6 rounds, tally the number of rounds each player won in order to determine the game winner.

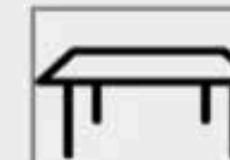
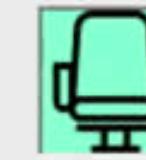
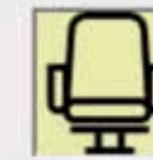
R-04

**Tie-Breaker:** If there's a tie in the number of rounds won, add up all the points scored across all rounds. The player with the highest total points wins the game.

**Head Table**



**Table 1**



**Table 2**

