The Risk Game

Description

The Risk game is a text based playing game. In this game, users will be taking on the role as one of the leaders of the different armies competing to conquer the world. The leaders of several parties around the world could not agree on which policies and laws should be established to rule the whole world. This disagreement initiates world war where different armies will try to defeat the other ones until being the only one into action to reclaim the right to rule over the world imposing its policies and laws, and making them global.

An initial gathering will take place where all parties will join to make the initial arrangements for the battle. Here all armies will prepare to overcome the others by selecting strategic territories all over the world and deciding the number of army units being placed there.

After the initial gathering, the world war will start. The different armies will be able to declare battle from any of their territories to any of the adjacent ones with the intention of destroying all enemy armies there, conquer the territory, and place own army units there. Battles will continue until the destruction of all armies with only one remaining. On the way, armies will be able to reinforce and reorganize.

List of end user stories

Here is a list of end user stories or views that are needed for the game:

- Start the program
- Main menu
- Start new game
- Continue saved game
- Game tutorial
- Set playing order
- Save game
- Place army units
- Set battle order
- Start battle turn
- Use cards
- Select cards
- Set battle
- Finish turn
- Battle
- Conquer territory
- Eliminate player
- Winning the game

Description of end user stories

Start the program

The computer displays a banner screen with a short description of the game. A welcome message is displayed to the user.

The following options will be displayed:

1. Main Menu
2. Exit

Main Menu selection will take user to Main Menu screen, Exit option will take user out of the game. An error message will be displayed if incorrect input selection is done and a new option selection will be requested.

Main Menu

This screen will have the following options:

1. Start new game
2. Continue saved game
3. Game tutorial
4. Back

The user will be allowed to select any of the options. The first three will take the user to the corresponding screen. The last option will take user back to previous or parent screen. An error message will be displayed if incorrect input selection is done and a new option selection will be requested.

Start new game

The computer will request the number of players that will participate in the game. Players then will be requested to introduce the name of their party or army that will be used during the game. An error message will displayed if name entered doesn't meet the requirement and a new name request will be displayed.

After entering all player names, the following options will be displayed.

1. Set playing order
2. Save game
3. Game tutorial
4. Back

The user will be allowed to select any of the options. The first three will take the user to the corresponding screen. The last option will take user back to previous or parent screen. An error message will be displayed if incorrect input selection is done and a new option selection will be requested.

Continue saved game

This screen will show the message: "No previously games are saved" if that is the case. Otherwise, a numbered list of previously saved games will be displayed. Up to eight games will be allowed to be saved. Back option will also be displayed.

User will be taken to the selected saved game, or will be taken back to previous or parent screen if last option is chosen. An error message will be displayed if incorrect input selection is done and a new option selection will be requested.

Game tutorial

This screen will show a menu of all the screens on the game and, after selection will display the directions on how to proceed and play on the selected screen. The program will display the instructions of the screen from where the game tutorial is being called with a back option to display the game tutorial menu. Game tutorial menu will be displayed if it is selected from main menu.

The back option will take user back to previous or parent screen. An error message will be displayed if incorrect input selection is done and a new option selection will be requested.

Set playing order

The purpose of this screen is to establish the order in which players will take turn to place army units. Players will be requested, in the introduced order, to roll a virtual dice which randomly will give a number. Paying order will be established from higher to lower dice number. If two or more players are tied. A new tie breaker round will take place every time as required.

After setting the playing order, the following options will be displayed:

1. Place army units
2. Save game
3. Game tutorial
4. Back

The user will be allowed to select any of the options. The first three will take the user to the corresponding screen. The last option will take user back to previous or parent screen. An error message will be displayed if incorrect input selection is done and a new option selection will be requested.

Save game

The user will be requested to select any of the eight available spots for saving the game. The game will be saved on the selected spot. If the spot has a previously saved game it will be overwritten. Back option will be also available to take user back to previous or parent screen without saving the game. User will also be taken back to previous screen after saving the game.

Place army units

Players will take turn on the defined playing order to place an army unit on any of the available territories, and later, on any of their previously selected territories.

A message indicating which player turn is it will be displayed. A list of available territories will also be displayed on each turn to select. Upon selection, the player will place a unit on the territory and the territory won't be displayed as an available territory any more. An error message will be displayed if incorrect input selection is done and a new option selection will be requested.

After the selection of all territories. The screen will list the user owned territories instead of the available ones to allow the user to increment army units on the selected territory. After placing a unit the turn will move to the next player and return to first player after the last one. This will continue until the placement of all player army units. The Save and Back options will be available in this screen.

After the placement of all army units the following options will be displayed:

1. Set battle order
2. Save game
3. Game tutorial
4. Back

The user will be allowed to select any of the options. The first three will take the user to the corresponding screen. The last option will take user back to previous or parent screen. An error message will be displayed if incorrect input selection is done and a new option selection will be requested.

Set battle order

The purpose of this screen is to establish the order in which players will take turn to battle. Players will be requested, in the introduced order, to roll a virtual dice which randomly will give a number. Paying order will be established from higher to lower dice number. If two or more players are tied. A new tie breaker round will take place every time as required.

After setting the playing order, the following options will be displayed:

1. Start battle turn
2. Save game
3. Game tutorial
4. Back

The user will be allowed to select any of the options. The first three will take the user to the corresponding screen. The last option will take user back to previous or parent screen. An error message will be displayed if incorrect input selection is done and a new option selection will be requested.

Start battle turn

Players will take turn on the defined battle order. The player will be allowed to place the reinforcement army units on any of their owned territories. After this, the screen will display which player turn's is it and the following options:

1. Use cards
2. Set battle
3. Save game
4. Game tutorial
5. Finish turn
6. Back

The user will be allowed to select any of the options. The first five will take the user to the corresponding screen. The last option will take user back to previous or parent screen. An error message will be displayed if incorrect input selection is done and a new option selection will be requested.

Use cards

In this screen the user will be prompted to use cards to request reinforcement army units. A message displaying that user is not able to use cards will be displayed if that is the case. Otherwise, the following options will be displayed:

1. Select cards
2. Save game
3. Game tutorial
4. Back

The user will be allowed to select any of the options. The first three will take the user to the corresponding screen. The last option will take user back to previous or parent screen. An error message will be displayed if incorrect input selection is done and a new option selection will be requested.

Select cards

In this screen the user will select the cards to use and will be prompted to locate them on their owned territories. After this, the user will be prompted to the Start battle turn screen.

Set battle

In this screen the user will select the territory from where the attack will be done, the territory that will be attacked, and the number of army units that will be used. After this, the defender player will select the number of units that will be used to defend. Error messages will be displaying to ensure valid inputs.

Then, the following options will be displayed:

1. Battle
2. Quit

The first option will take you to the corresponding screen, and the Quit option will take you back to previous screen.

Finish turn

This screen will allow current player to move armies from one territory to another one. If the user was able to conquer a territory during its turn, it will allow the player to select a card. Then the following player will take the turn and the Start battle turn screen will be displayed.

Battle

In this screen, players involved in the attack will be prompted to roll the virtual dice. Army units will be reduced accordingly. If defending army units are eliminated, the Conquer territory screen will be displayed. Otherwise, the following options will be displayed:

1. Set Battle
2. Quit

The first option will take you to the corresponding screen, and the Quit option will take you back to previous screen.

Conquer territory

In this screen the user will be prompted to indicate how many army units will move to the conquered territory to later be prompted to the Set Battle screen.

Eliminate player

This screen will be prompted when a player lost its last unit army and will allow the defeater player to get possession of the defeated user cards. The game will then continue to normal course.

Winning the game

After eliminating all other players. A message will be displayed indicating the winning player. A quit option will be available.