**Software Engineering II – Blackbox+**

**Planning Document**

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**High Level Design**

Board

Ray Interactions

* Hit: Ray makes direct contact with atom, absorbed,
* Deflection: Ray gets deflected from being diagonally adjacent to an atom, deflected
* Miss: Ray makes no contact with any atoms, miss

Rules

* One player sets the location of the atoms and calls out the ‘ray interaction’ result (that is, either absorbed, deflected or miss)
* The other player does not know the location of the atoms and must use rays as well as coloured markers to correctly locate the location of the atoms
* Points awarded and taken away for different conditions (e.g. points taken away from incorrectly guessed positions)
* At the end of every round, players swap
* Winner is the player with the lowest amount of points