

Flash Point

Environment Model

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November 2018

1 Environment Model

1.1 Input Messages

- Pre-Game Processes:
 - login(credentials : String)
 - replyHostGame()
 - replyJoinGame(gameIdentifier : String)
 - replyLoadExistingGame()
 - replyChooseSavedGame(gameId : String)
 - replyCreateNewGame(numberOfPlayers: Integer)
 - replyChooseDifficultyLevel(game: Game, difficulty: DifficultyLevel)
 - replyChooseBoardType(boardType : BoardType, game : Game)
 - replySelectRoleType(role: RoleType)
 - replyChooseStartingLocation(t : Tile)
 - replyChooseVehicleLocations(a: AmbulanceParkingSpot, e: EngineParkingSpot)
 - readyToPlay()
- In-game:
 - saveGame()
 - endTurn()
 - quitGame()
 - replyChooseRespawnLocation(a: AmbulanceParkingSpot)
 - **replyToCommandRequest(accepted : Boolean, otherPlayer : Player)**
 - replyRemoveOrFlipFire(r : boolean)
 - replyChooseHazmatResolve(hm : Hazmat)
- Basic Moves:
 - movePlayer(t : Tile)
 - openDoor(door : Door)
 - closeDoor(door : Door)

- chopWall(wall: Wall)
- moveVictim(v : Victim, t:Tile)
- carryHazMat(h : HazMat)
- extinguishFireOrSmoke(t : Tile)
- swapRole(r: RoleType)
- flipPOI(location : Tile, poi : PointOfInterest)
- Special Moves:
 - removeHazMat(h: HazMat)
 - resuscitateVictim(v : Victim)
 - fireTheDeckGun()
 - replyReroll(b: boolean)
 - replySecondReroll(b: boolean)
 - initiateCommandOtherPlayer(otherPlayer : Player, dest : Tile)
 - initiateDriveVehicle(v : Vehicle, newSpot : ParkingSpot)
 - replyRideVehicle(vehicle : Vehicle, spot : ParkingSpot, m: MultiStepMove)
- Communication processes:
 - createChatMessage(text : String)

1.2 Output Messages

- Game Lobby
 - promptHostOrJoin()
 - promptNewOrLoadExistingGame()
 - promptChooseSavedGame(gameId : Set{String})
 - promptSelectRoleType(roleType : set{RoleType})
 - promptSelectDifficultyLevel()
 - promptChooseBoardType()
 - promptChooseStartingLocation()
 - promptChooseVehicleLocations()
 - gameLost()
 - gameWon()
 - gameState()
- In Game
 - currentGameBoard()
 - informTurn()
 - promptChooseRespawnSpot()
 - promptRemoveOrFlipFire(m : MultiStepMove)
 - promptReroll(m : MultiStepMove)
 - promptSecondReroll(m : MultiStepMove)
 - waitForOtherPlayers()

- promptRideVehicle(m : MultiStepMove)
 - promptCommandOtherPlayerRequest(m : MultiStepMove)
 - commandRequestDeclined()
 - promptReturnToLobby()
 - promptChooseHazmatResolve()
- Communication
 - displayChatHistory()