



Chad

Team WareWolves

A Simple and Elegant Game of
Tactical and Strategic depth

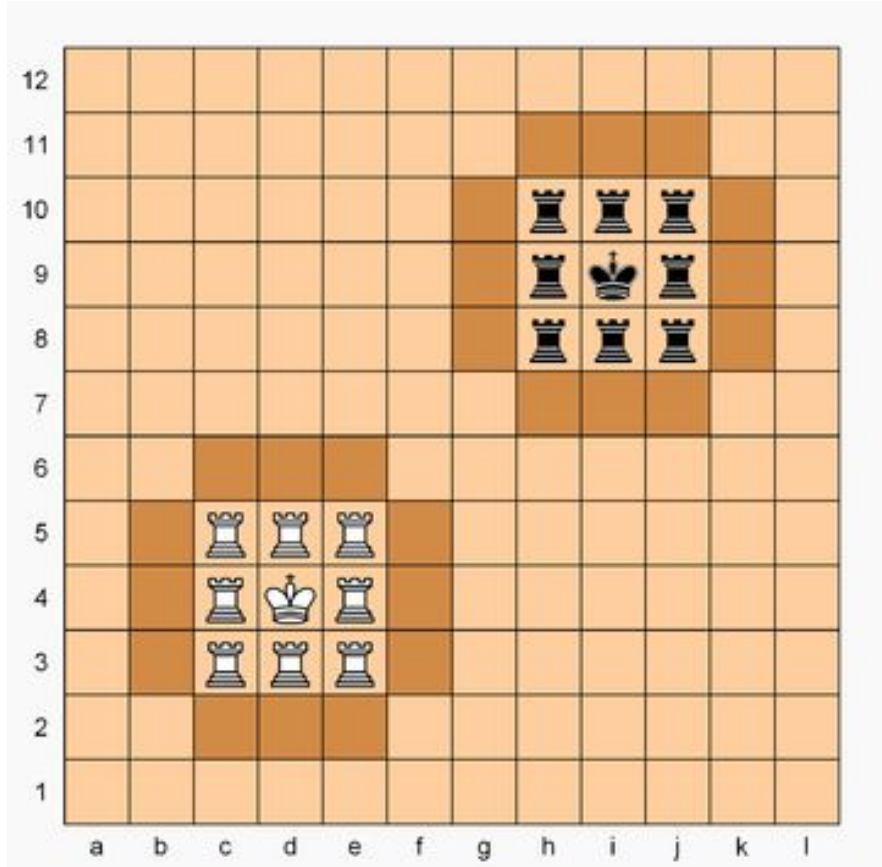


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Chad: Game Overview

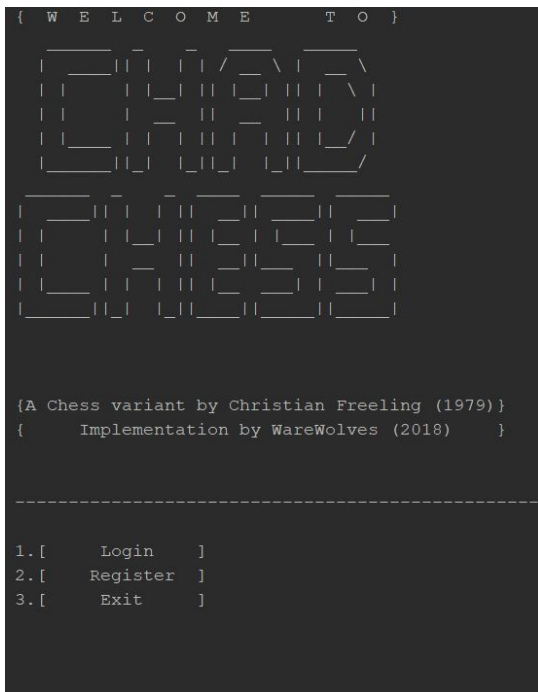
- Played on a 12x12 gameboard with two 3x3 'castles' .
- Castles are surrounded on all four sides by 'walls'
- Each player has 8 rooks and one king which start in their own castle.
- Rooks are promoted to queens if they enter their opponent's castle.
- The king cannot leave its castle.
- The king moves as a combination of the king and knight in normal chess.
- A player wins by forcing a checkmate on the opponent's king.





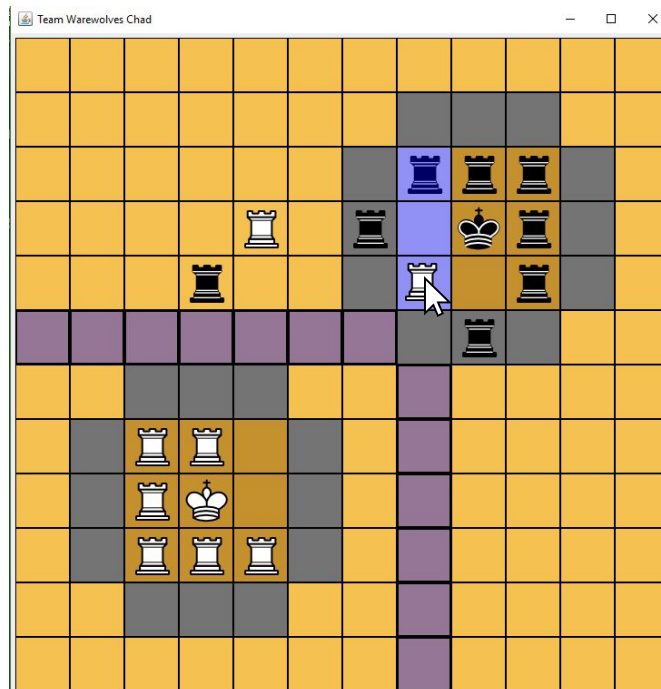
Complete

- Game Logic
- Networking setup



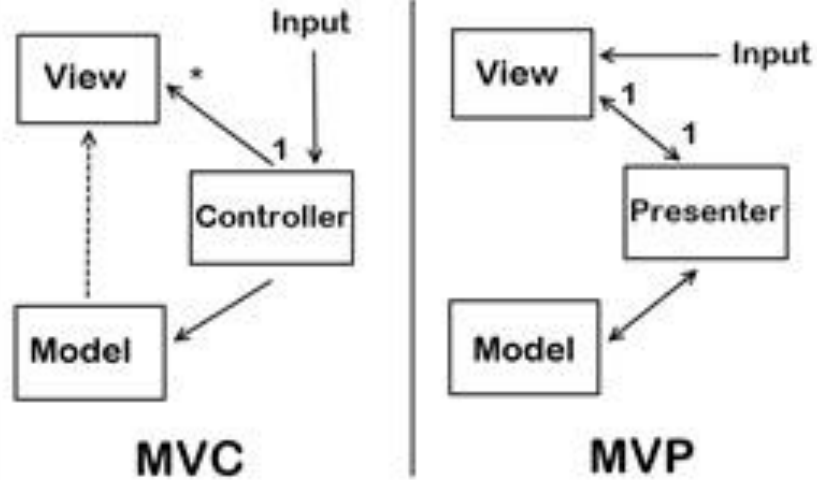
In Progress

- CLI
- GUI
- Networking
- Database



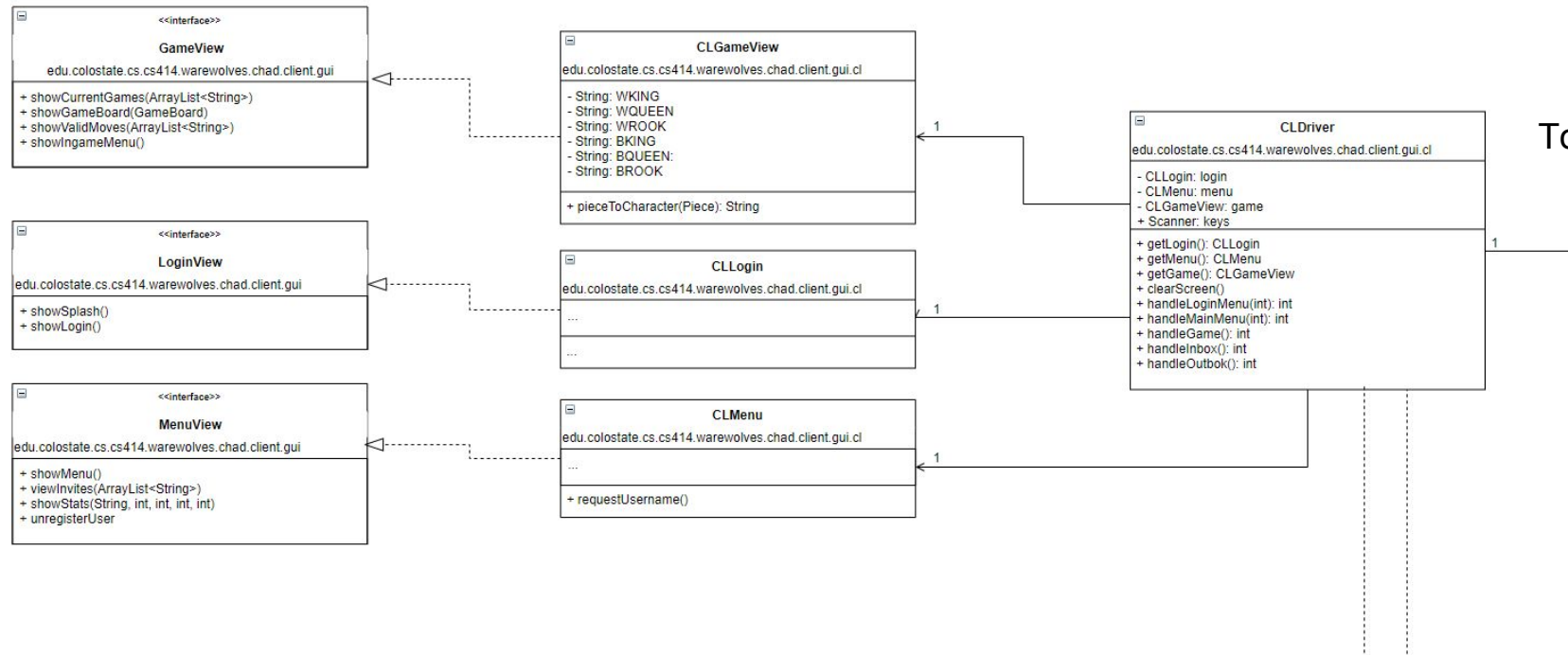


Our Architecture



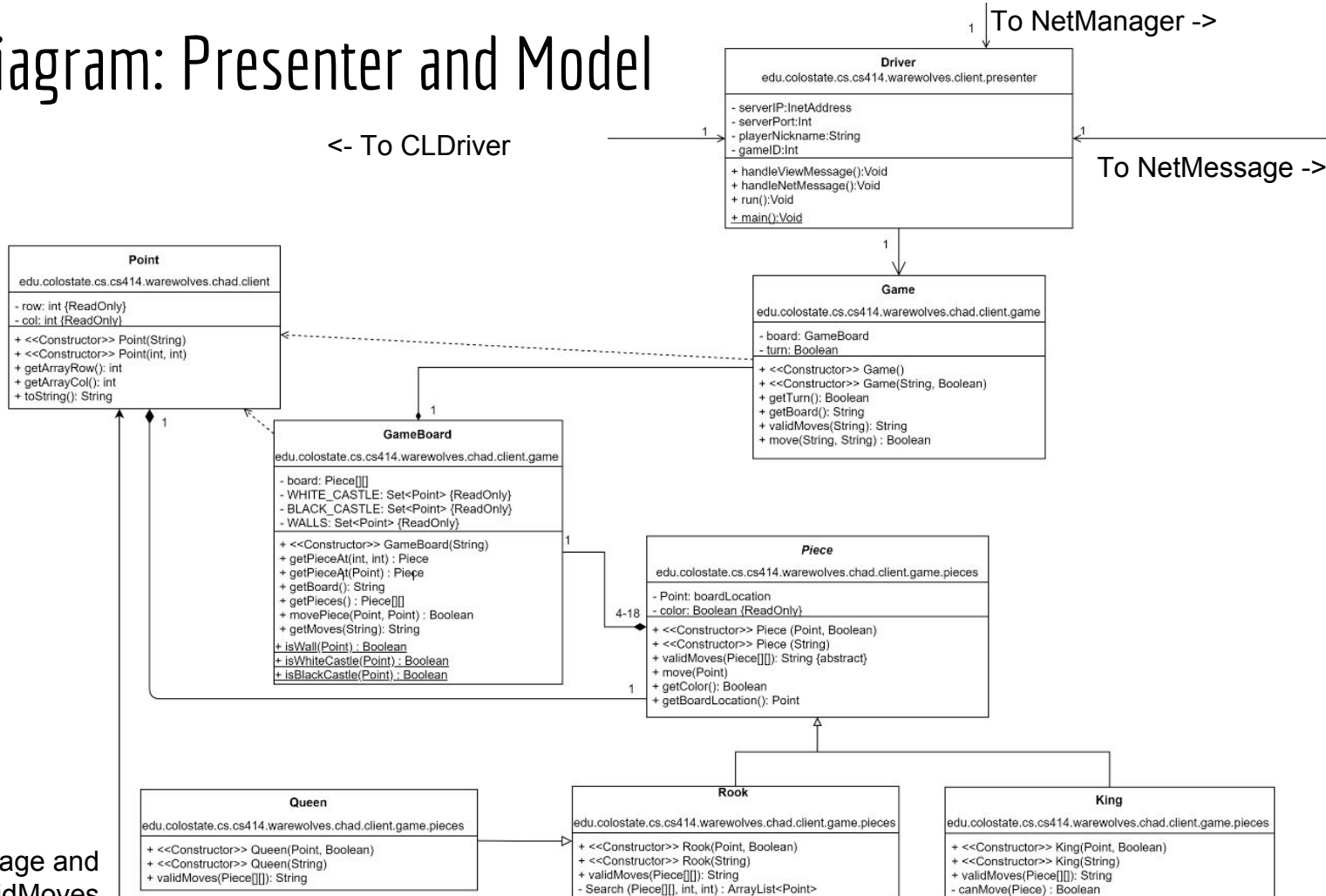


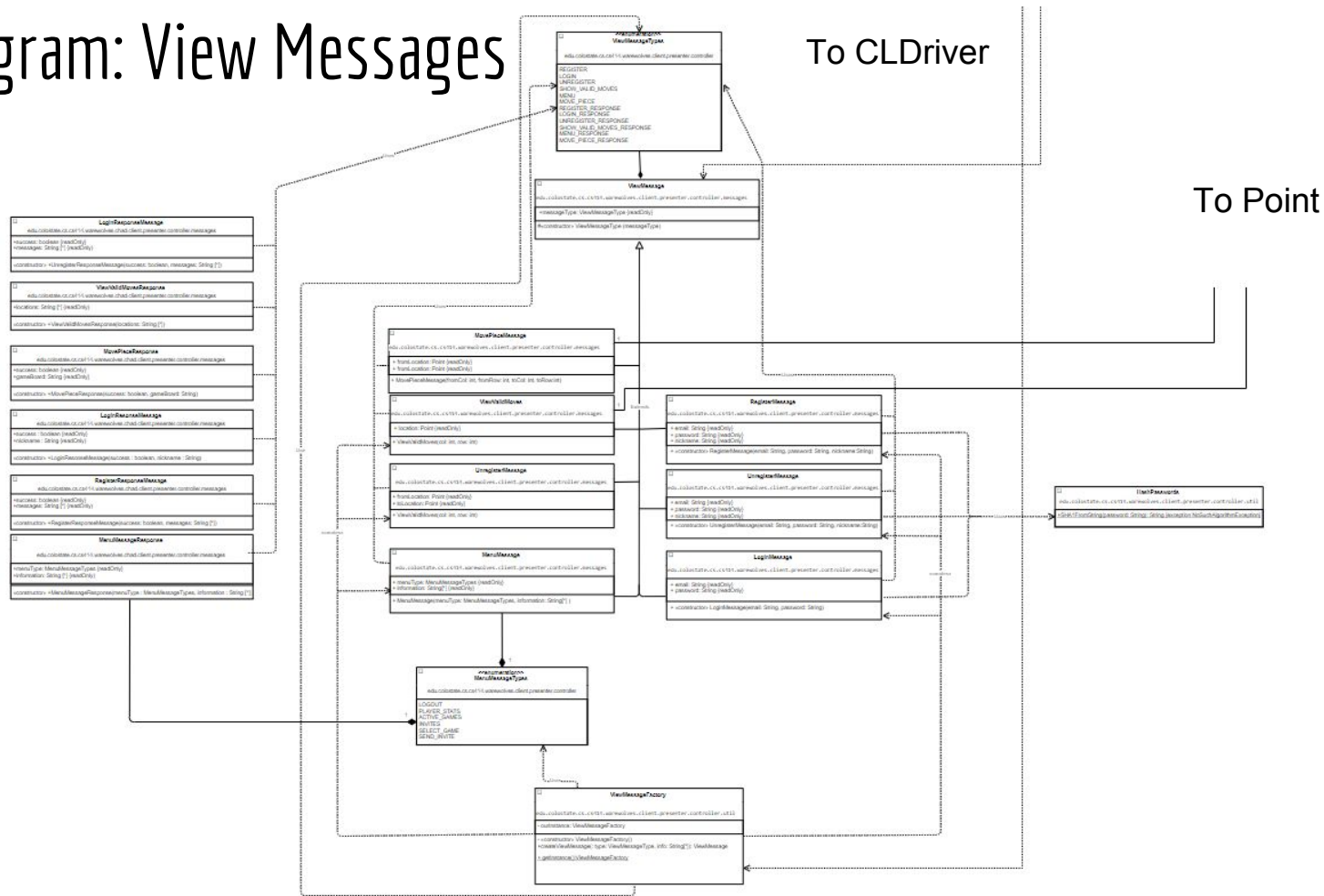
Class Diagram: View



To ViewMessage and ViewMessageFactory

Class Diagram: Presenter and Model



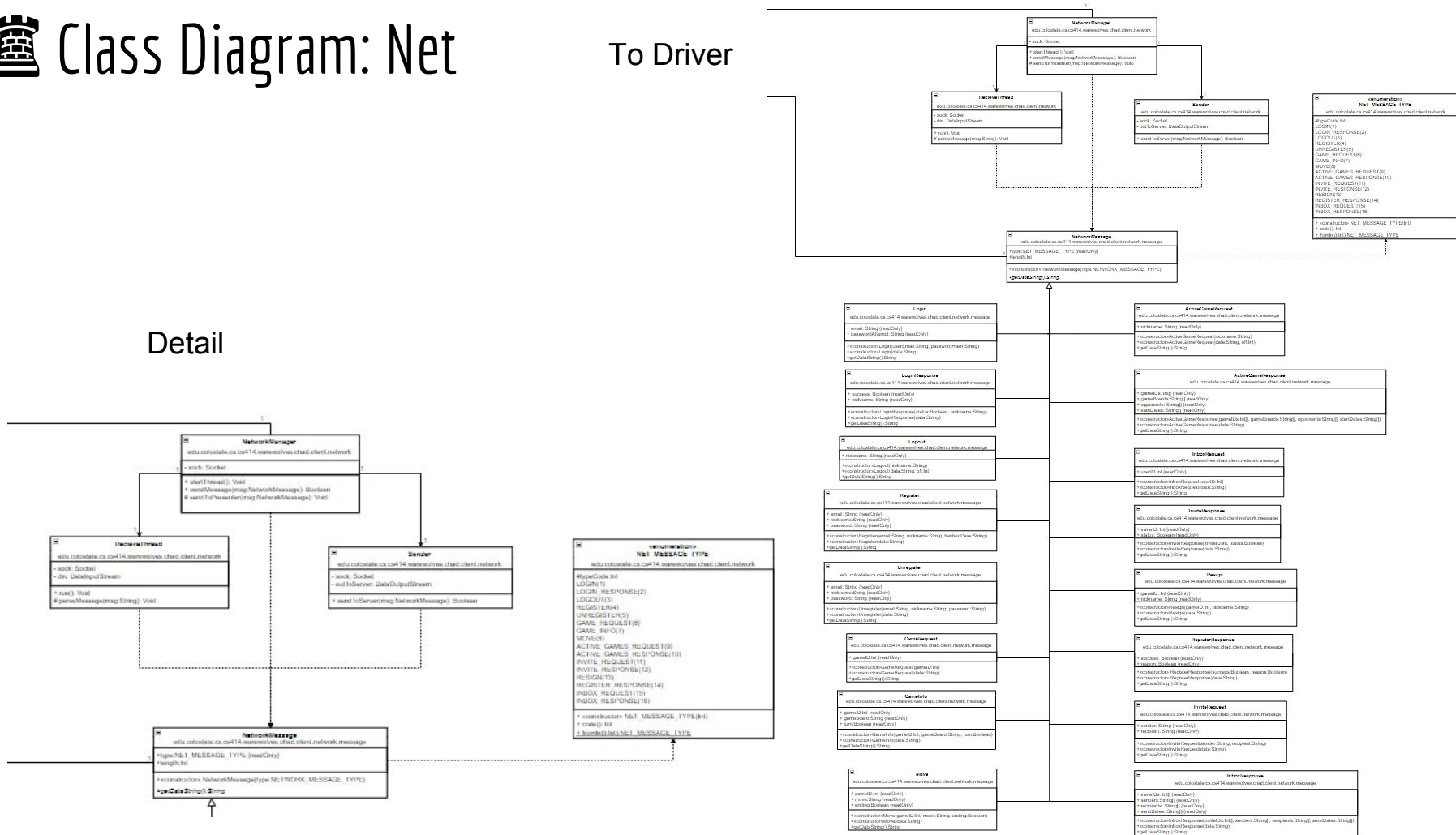




Class Diagram: Net

To Driver

Detail

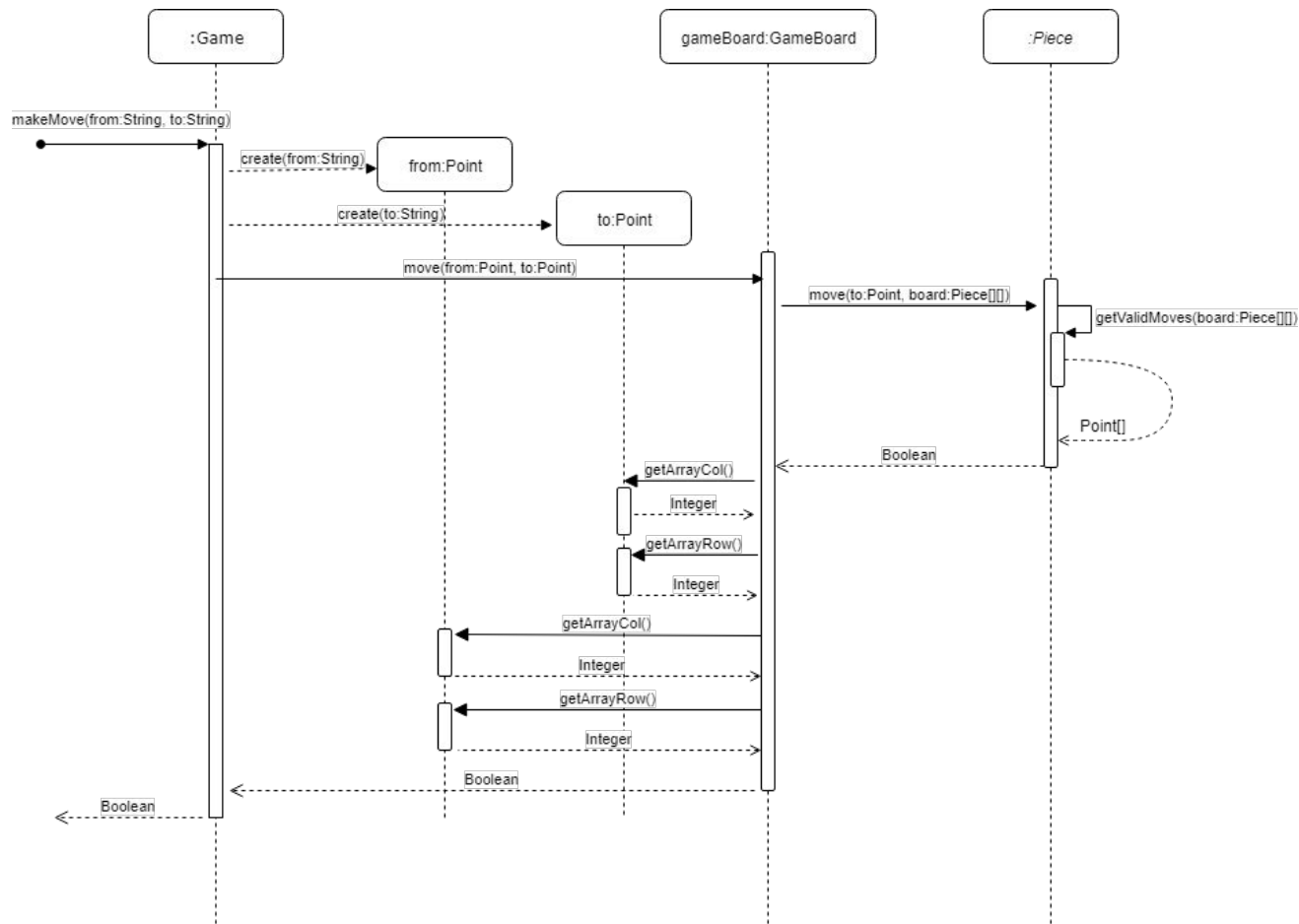


Traceability Link Matrix

	Driver	Hash- Passwords	Game	GameBoard	Point	Piece	NetworkManager	Receive Thread	Sender	NetworkM essage	ViewMes sage	View- Message- Factory	Game- View	Login- View	Menu- View	Invite- View	Profile- View
P-01 (Register)	X	X					X	X	X	X	X	X		X			
P-02 (Login)	X	X					X	X	X	X	X	X		X			
P-03 (Create Game)	X		X	X	X	X	X	X	X	X	X	X			X		
P-04 (Invite to Game)	X						X		X	X	X	X			X	X	
P-05 (Play Game)	X		X	X	X	X	X	X	X	X	X	X	X		X		
P-06 (Accept Invite)	X						X	X	X	X	X	X			X	X	
P-07 (Make Move)	X		X	X	X	X	X	X	X	X	X	X	X				
P-08 (Complete Game)	X		X				X	X	X	X	X	X	X				
P-09 (Abandon Game)	X						X		X	X	X	X	X				
P-10 (Unregister)	X	X					X		X	X	X	X			X		
P-11 (View Profile)	X						X	X	X	X	X	X			X		X



Sequence Diagram



Updates

Use cases:

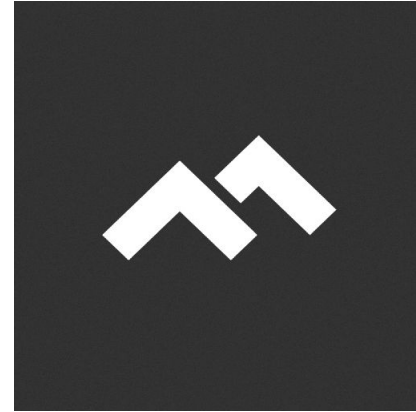
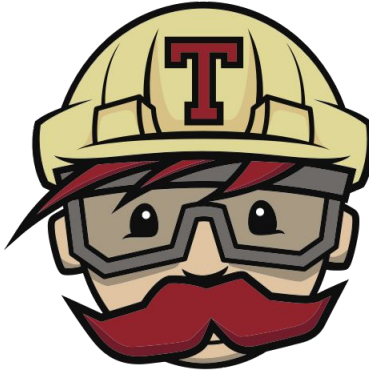
- Make Move (P-07) no longer has the alternative flow to undo the move.

Design Decisions:

- Picked swing for GUI
- Committed to building AI

Tools

- Github
 - Zenhub
 - Code Climate
 - Travis CI
- IntelliJ
- Swing

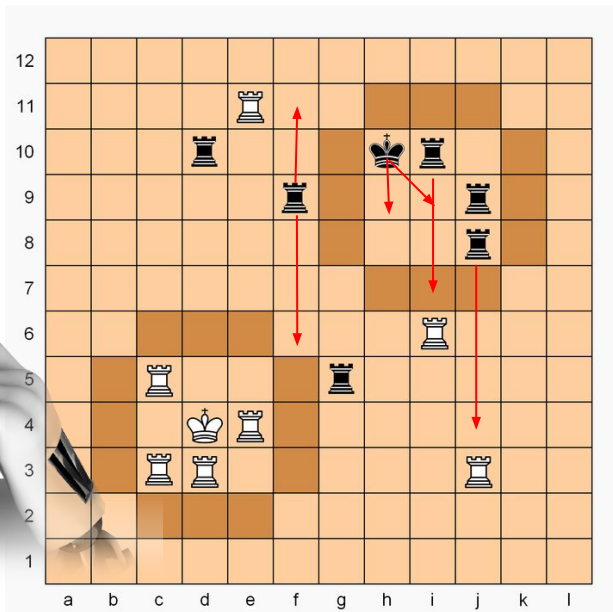
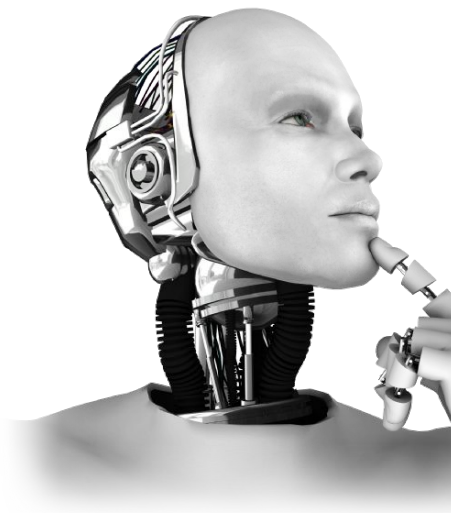


Next Steps

- AI

- Set up database
- Complete implementation of UI

- Play testing



Demonstration



Questions?

