

FIT3077: Software Engineering: Architecture and design

Semester 1, 2024

Low Fidelity Design

Group No: MA_Wednesday_04pm_Team690

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Design

Components

Game Board



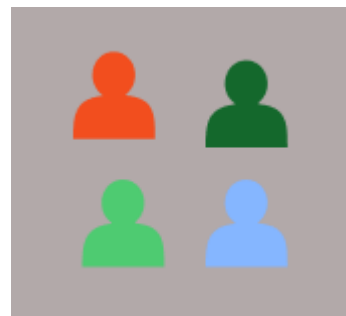
Dragon Card



Volcano Card



Player Token

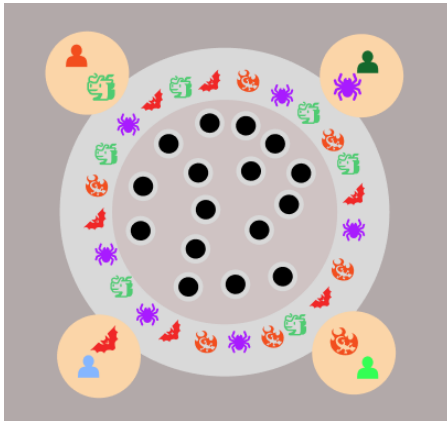


Cave Card



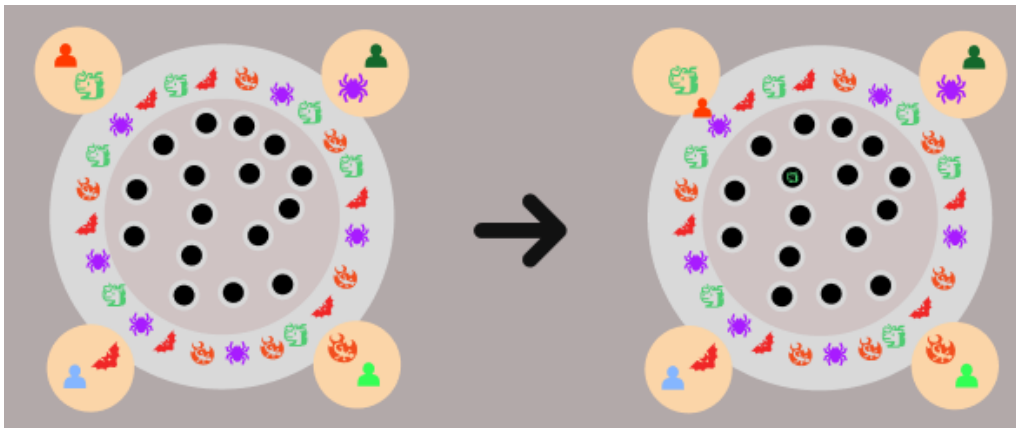
Game Setup

The initial board setup at the start of the game.

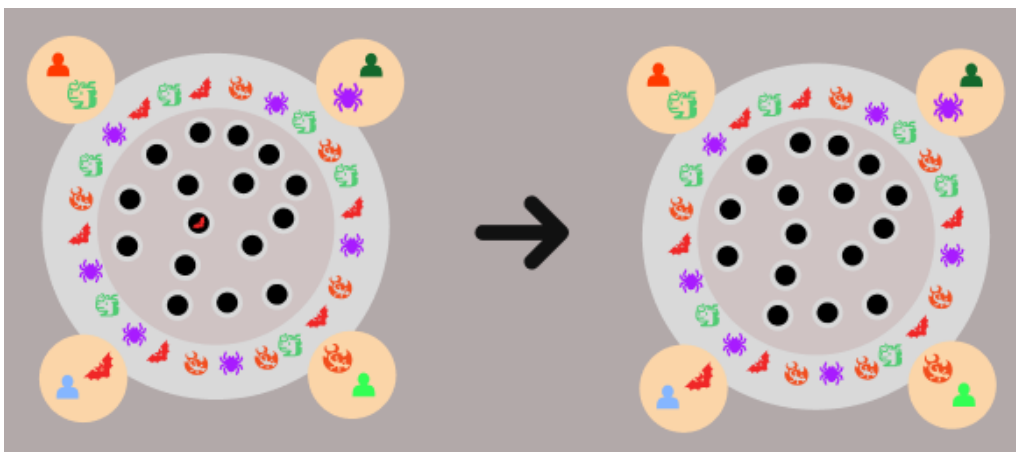


Card Selection

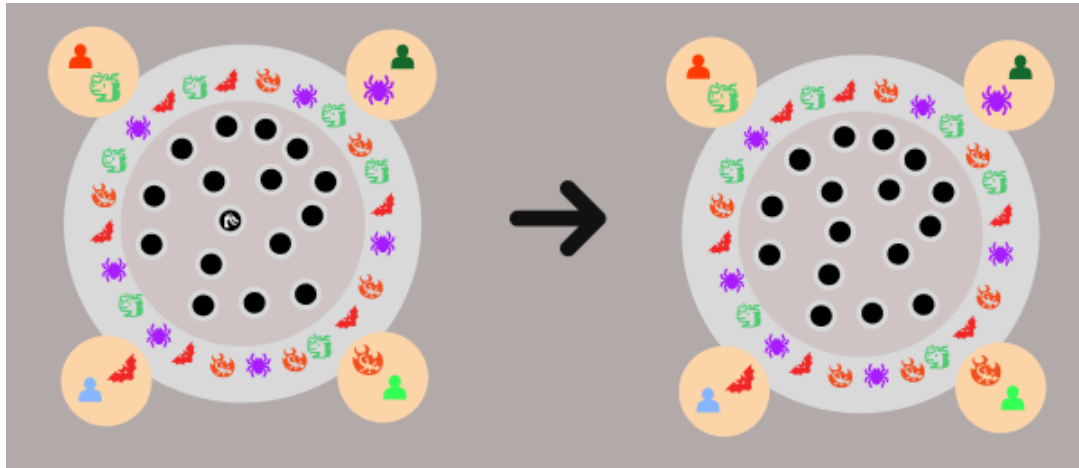
Player A (red human icon) chooses the correct card to leave the cave. As shown in the figure below, Player A is able to leave the cave as it chose the dragon Dragon card which corresponds to the creature in its' Cave Card.



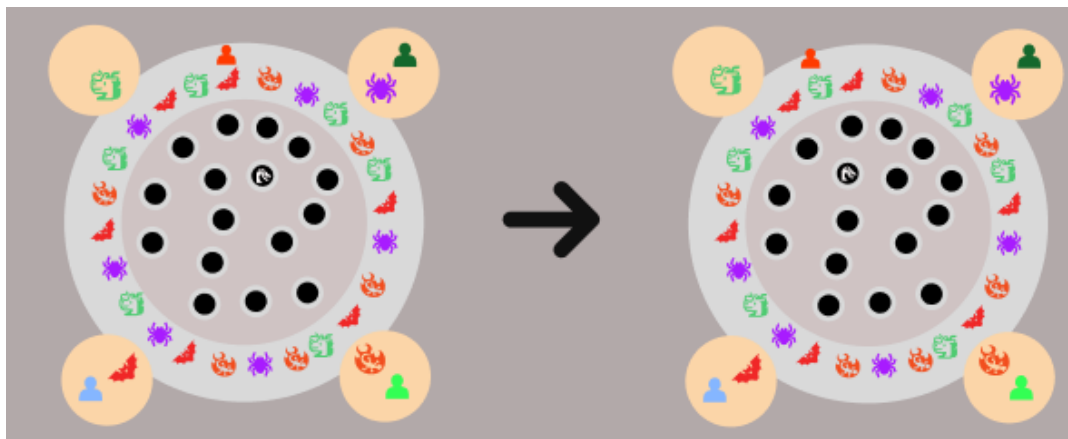
Player A (red human icon) chooses the wrong card to leave the cave. As shown in the figure below, Player A is not able to leave the cave as it chose the bat Dragon card which does not match the creature in its Cave Card.



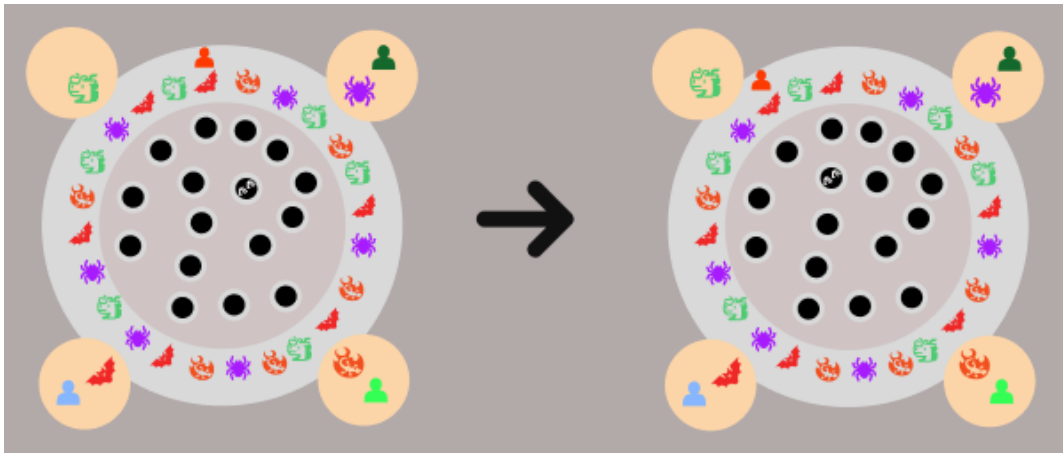
Player A (red human icon) chooses a pirate dragon card, while the cave where it cannot leave. As shown in the figure below, since Player A is in a cave, they cannot move backwards even though they chose a pirate dragon card so their position stay the same and ends their turn.



Player A (red human icon) chooses a pirate dragon card with one pirate dragon and has to move backwards by one card. As shown in the figure below, Player A has to move backwards from the bat to the dragon as they chose a pirate dragon card with 1 pirate dragon and their turn ends



Player A (red human icon) chooses a pirate dragon card with two pirate dragons and has to move backwards by two cards. As shown in the figure below, since Player A chose a pirate dragon card with 2 pirate dragons on it, they have to move back 2 spaces from the bat volcano card to the bat volcano card behind the dragon volcano card and their turn ends.

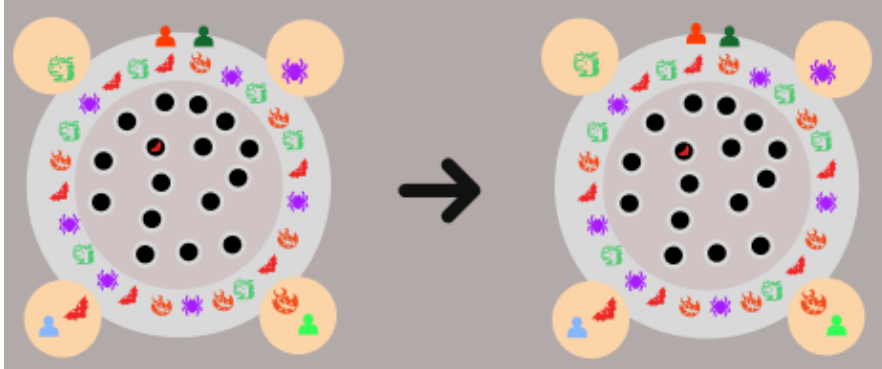


Player A (red human icon) moves forward by more than one card. As shown in the figure below, Player A chooses a spider dragon card with 2 spiders on it so they can move 2 space forward and it is still their turn.

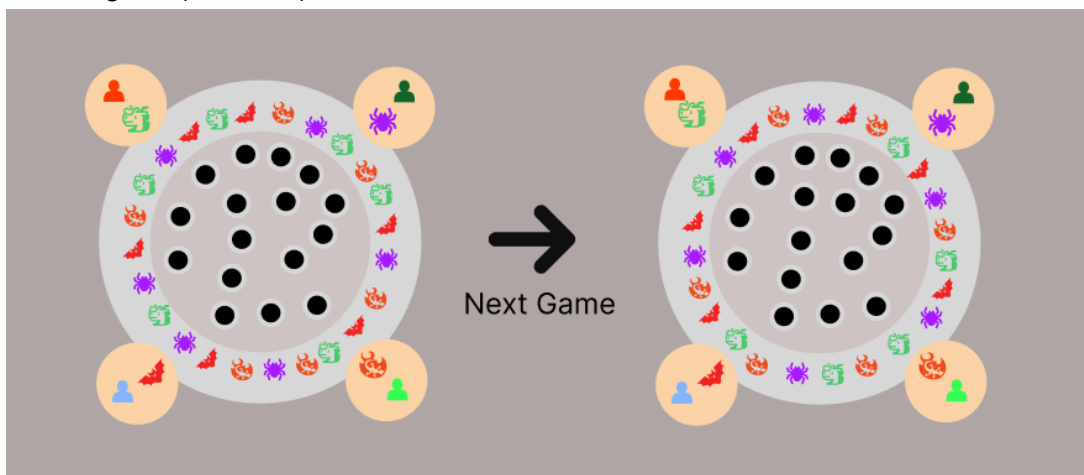


Game Rules and Functionality (Base Game)

No two players can stand on the same volcano card, so if a player flips a creature card that will let them move to an occupied volcano card, they do not move. In this diagram, it shows that Player A (Red) chose the bat Dragon Card but they cannot move forward since Player B (Green) is already in that volcano card field so Player A stays the same and ends their turn.



The initial volcano card setup is randomised, so it is different each game. In the figure below, we can observe that the first game(Right side) has a different Volcano Card setup than the second game(Left side).

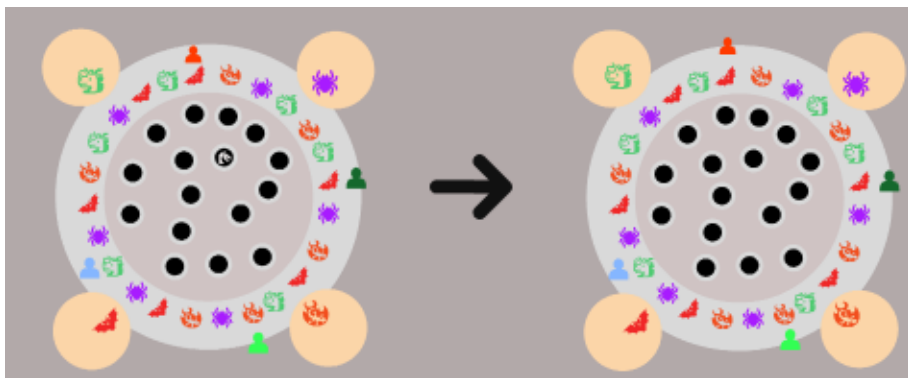


Game Rules and Functionality (Extended Features)

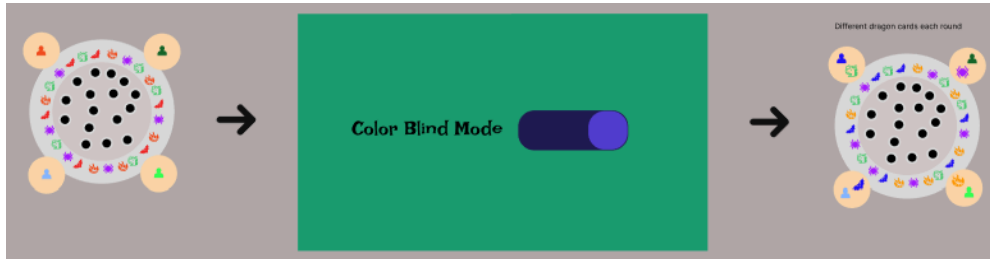
The creature cards are randomised each round. In the figure below, we can observe that the Dragon Card is different at each round. As shown, Player A(Red) flip the dragon card and got a Bat card then Player B(Green)



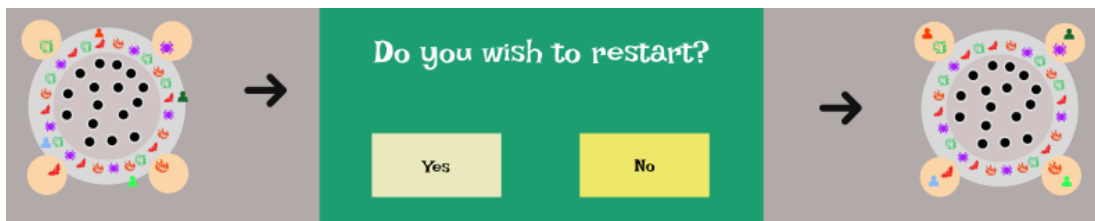
Player A flips a creature card to reveal a shield symbol, which provides one instance of protection from a pirate dragon card. As shown in the figure below, Player A first gets a shield dragon. Then, at Player A's next turn, they chose a pirate dragon card, but did not move backwards due to having protection since they found a shield symbol card earlier.



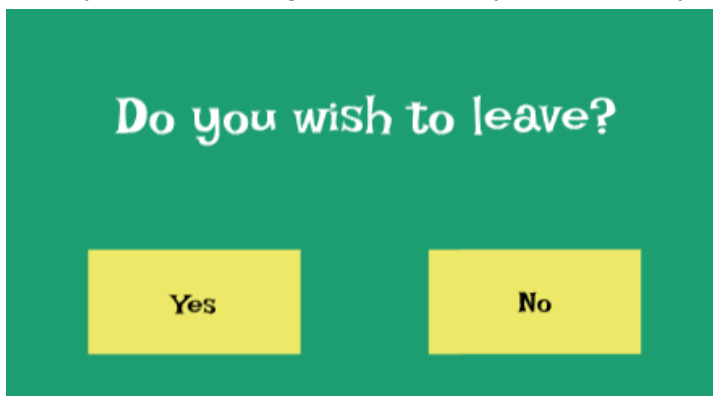
Players toggle a colour blindness mode, in order to make the game colours more visible to them. While playing the game, players can use a “Colour Blind Mode” switch to toggle alternate colours for game components for accessibility purposes, as shown below



Players manually restart a game from within the application. Once the current game ends, players will be prompted to either restart the game or quit. Selecting “Yes” will restart the game. This is shown in the diagram below.



Players can manually quit the game at any point. The screen shown below is the menu used for players to quit the game where players can click yes to leave or no to cancel.



Players can activate a tutorial screen that displays game rules. The tutorial screen is shown in the figure below.

