

Phi Trang, Cristian Mendivil

HW5 - Settlers

Checkpoint 1

1. Feedback

Task 1 - Start a game with three players

Task 2 - Take a turn

Task 3 - Build a campsite

	Task 1	Task 2	Task 3
Tester 1	It is intuitive	Good design	Tester did not know if he had to click or drag to build a campsite
Tester 2	Easy to do	The buttons to take turn make sense	Tester said some written instructions might be helpful

2. What we planned on doing:

- Create a GUI for the homepage to generate the players
- Create a view for the board
- Create buttons for available moves
- Create the analysis panel to display player information
- Being able to put the houses on the board
- Dice implementation

3. What we actually finished

- **Create a GUI for the homepage to generate the players**
 - **Only thing we need to do is connect the main menu to the actual game board**
- **Create a view for the board**
 - **The view board has the game itself, dice, moves, analysis panel, and graphs**
- **Create buttons for available moves**
 - **Buttons are roll dice, end turn, build campsite, build space station**
- **Create the analysis panel to display player information**
 - **The analysis panel includes a view for points over time, resources, total resources distributed, resources used and player points.**
- **Being able to put the houses on the board**
 - **We ran into a problem that didn't allow us to draw dots on the board to represent the buildings. So we stopped there. We also started coding kind of late, but we got all of the other things we wanted to do**
- **Dice implementation**

- The dice button rolls a dice and displays two numbers each 1-6

4. What we have left before the final deadline

- Implement clicking and building houses and then assigning them to a player.
- Complete the main menu where the user selects the amount of human players (1 -3)
- Complete the “AI” for the computer players
- Complete the building creation by clicking
- Complete the player points over time graph
- Complete implementation of taking a turn
- Complete the robber feature that disables a resource
- Finish the complete inheritance between the two different building structures

5. Screenshot

