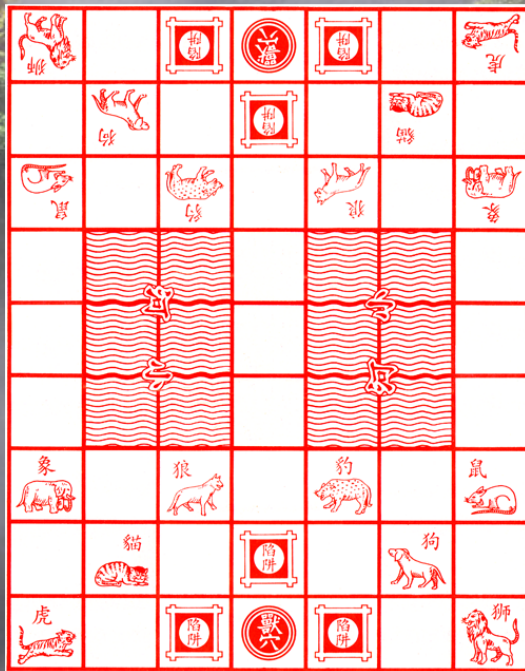


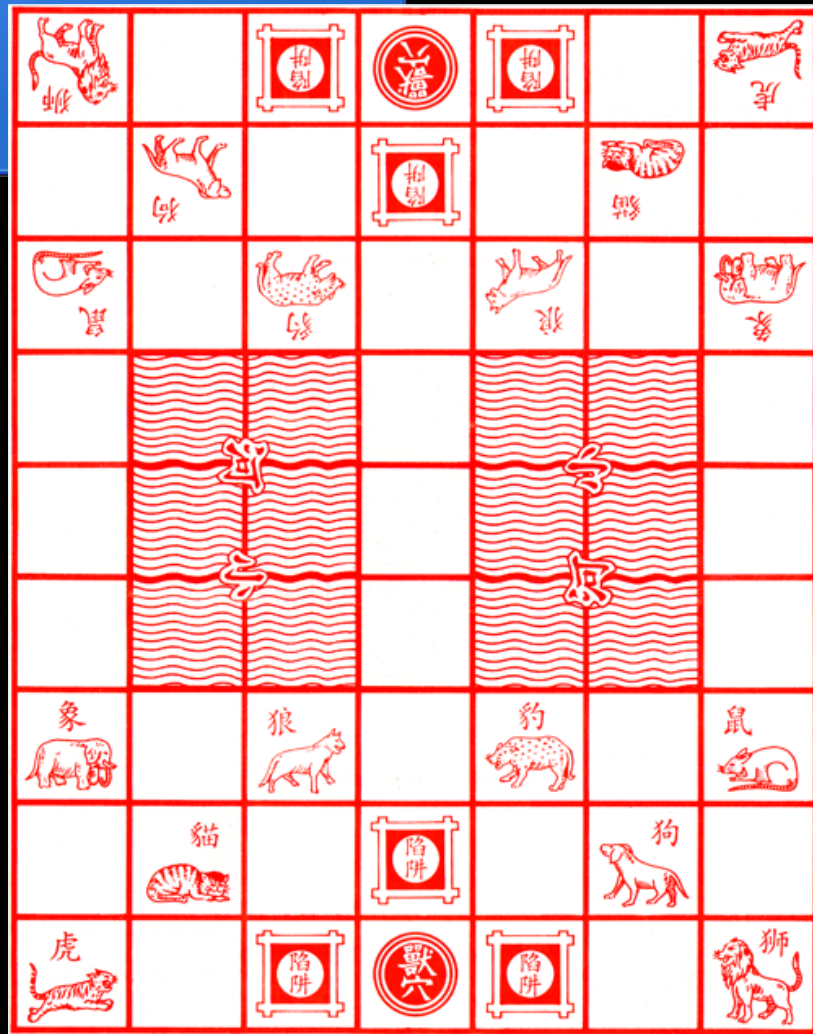
Jungle



Method Men

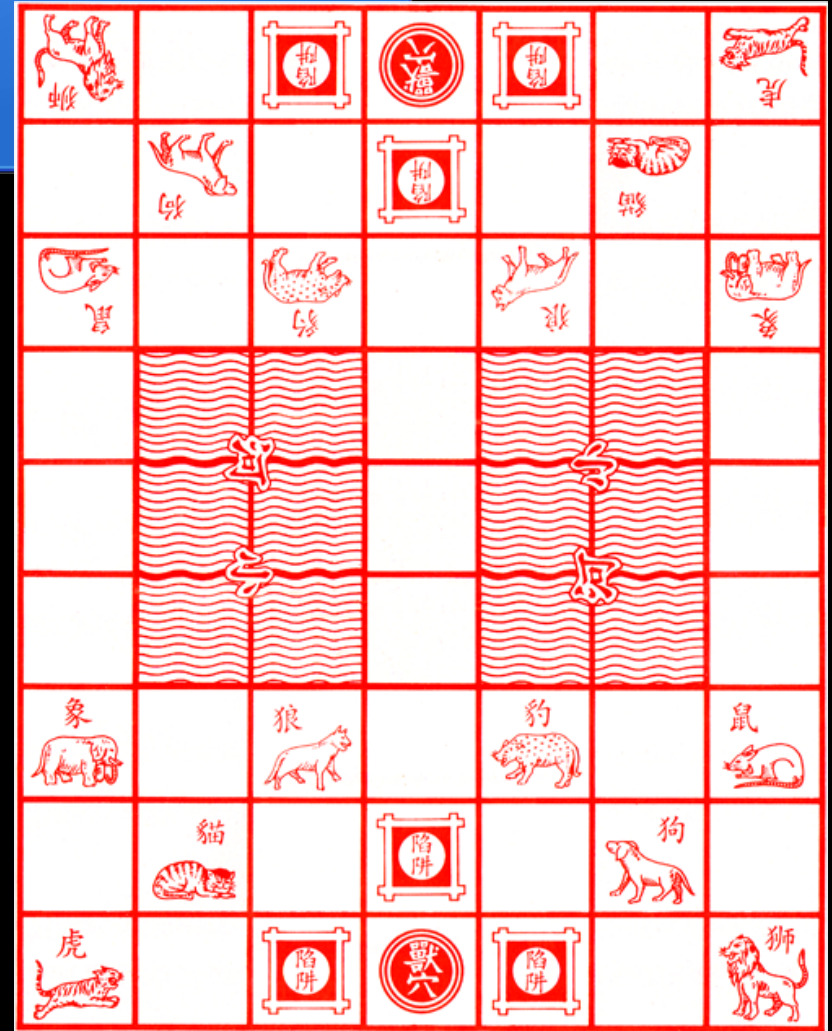
Overview

- Also known as: Dou Sou Qi, Children's Chess
- 7 x 9 board represents a jungle
- Board contains dens, traps set around dens and two rivers in the center
- Each player has 8 pieces representing different animals with different ranks



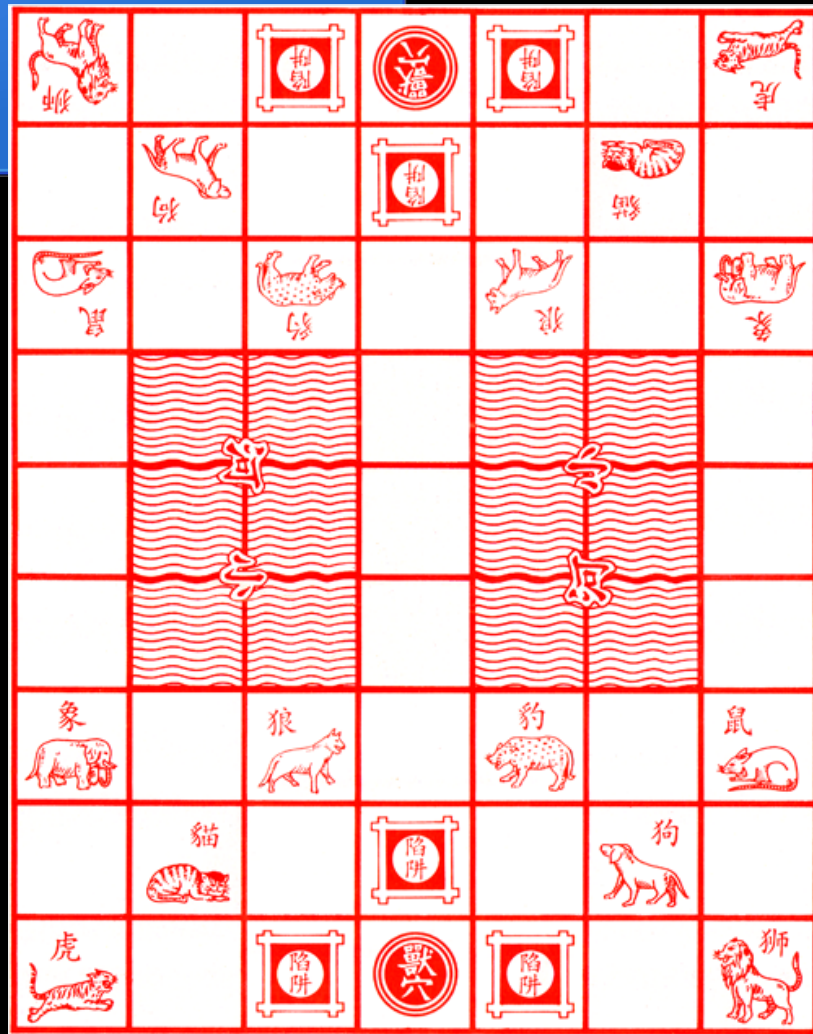
Objective

- Two ways to win:
 - Move a piece into the opponent's Den
 - Capture all the opponent's pieces

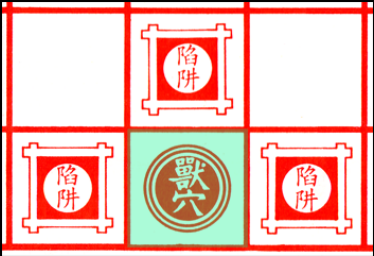


Pieces

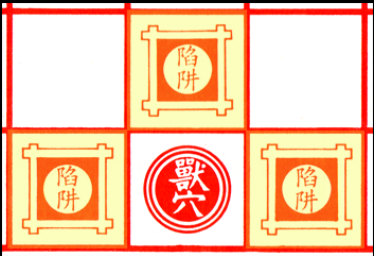
- 8 pieces, different animals and different ranks
- Higher rank = stronger piece
 - Elephant - 8
 - Lion - 7
 - Tiger - 6
 - Leopard - 5
 - Dog - 4
 - Wolf - 3
 - Cat - 2
 - Rat - 1



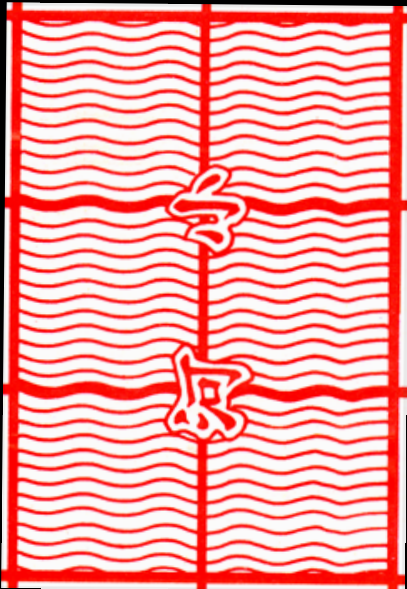
Board



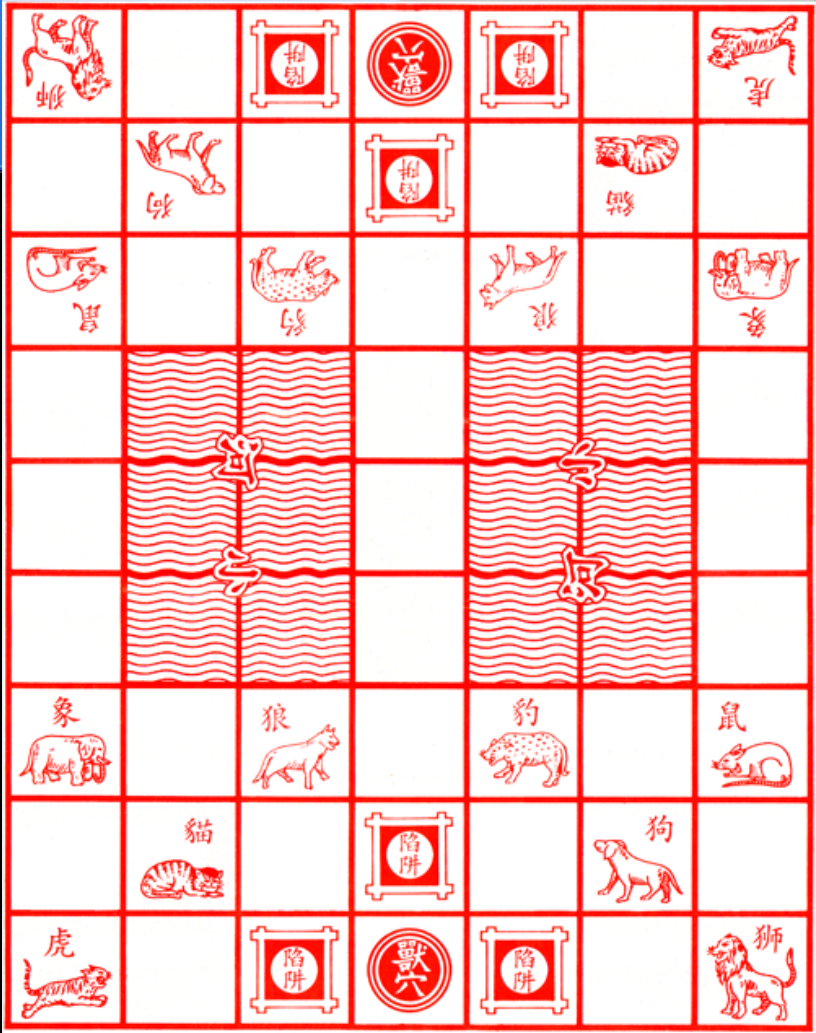
Den



Traps

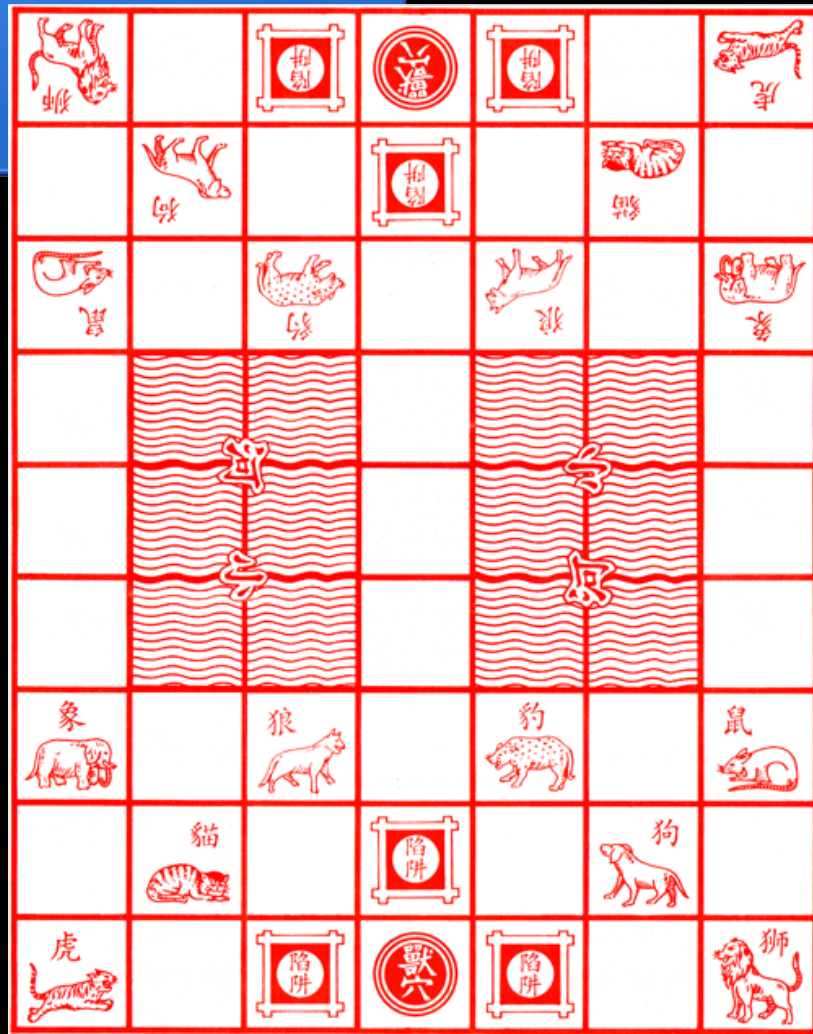


River



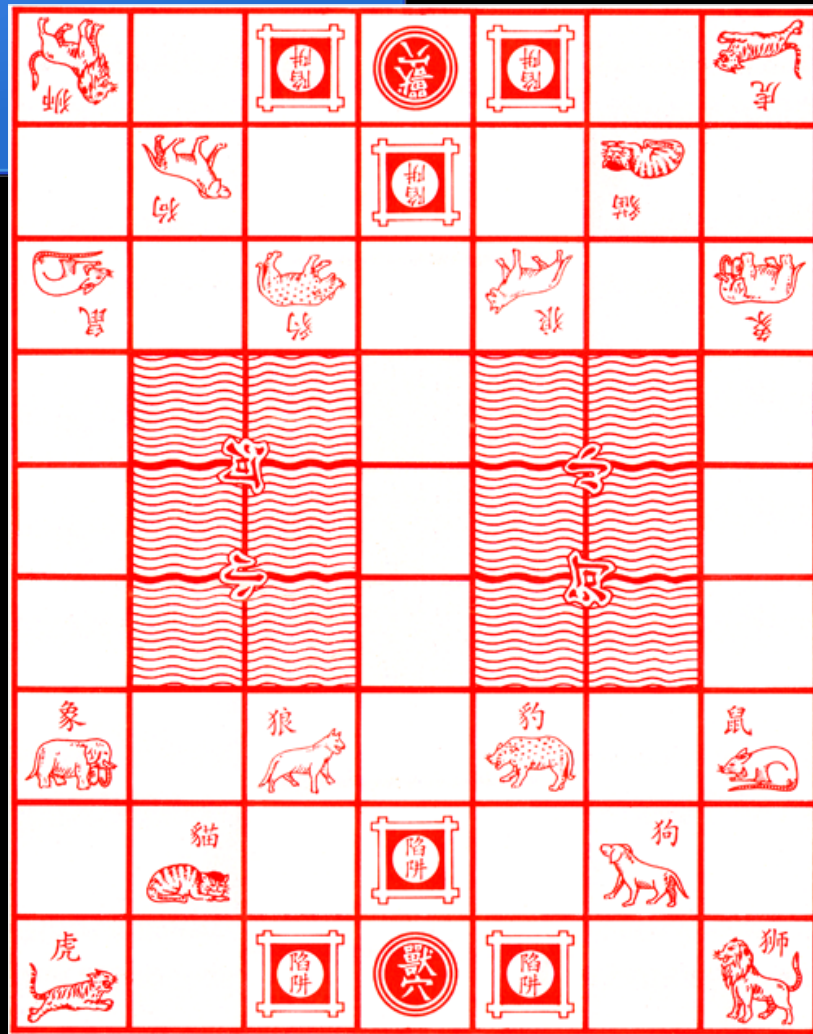
Movement

- 1 tile horizontally or vertically
- *Cannot move diagonally*
- Trap reduces rank to 0 - piece can be captured by any opponent piece
- Only Rat can enter water
- Overtake an equal or lower-valued enemy to capture



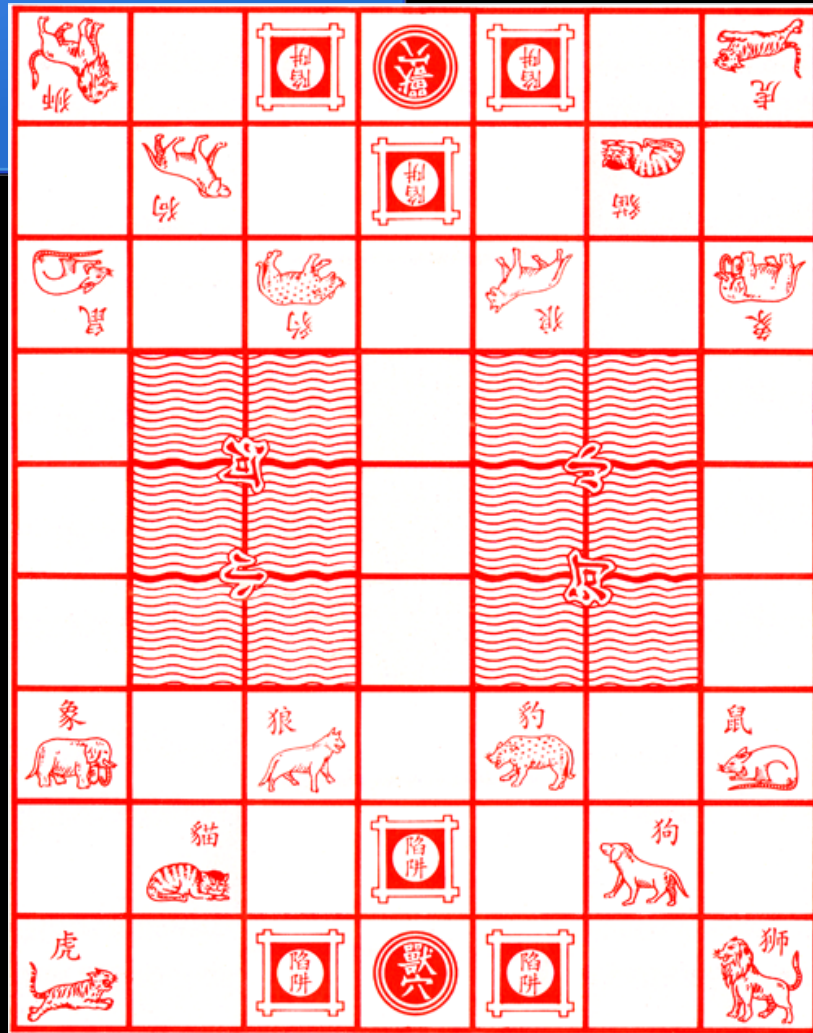
Specials

- Rat can capture Elephant, Elephant cannot capture Rat
- When a piece moves into an opponent trap, rank reduced to zero, **any** enemy can capture
- Pieces can move into own traps - does not effect rank
- Cannot move into own Den



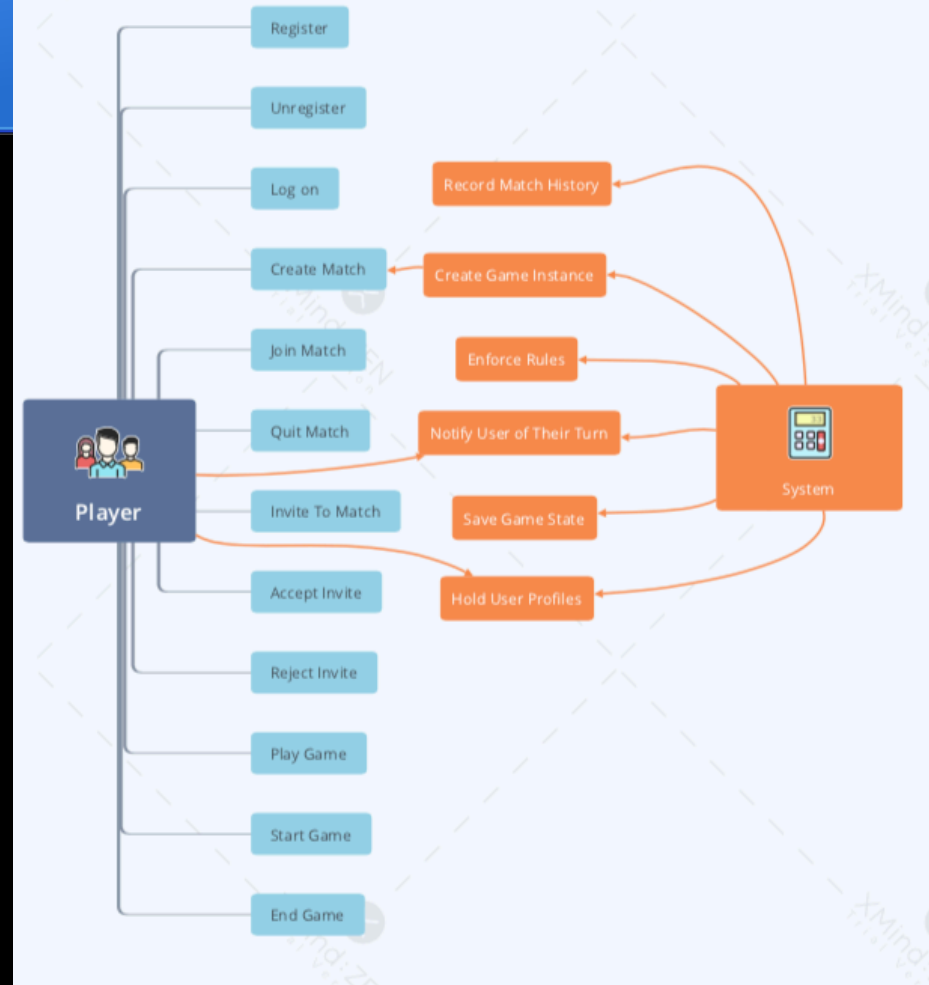
Water Tiles

- Only Rat can enter the water
 - Can swim around the water freely
 - *Cannot attack from water*
- Lion & Tiger can jump over water
 - May jump
 - Horizontally (3 tiles)
 - Vertically (4 tiles)
 - Jump is blocked if Rat is in path



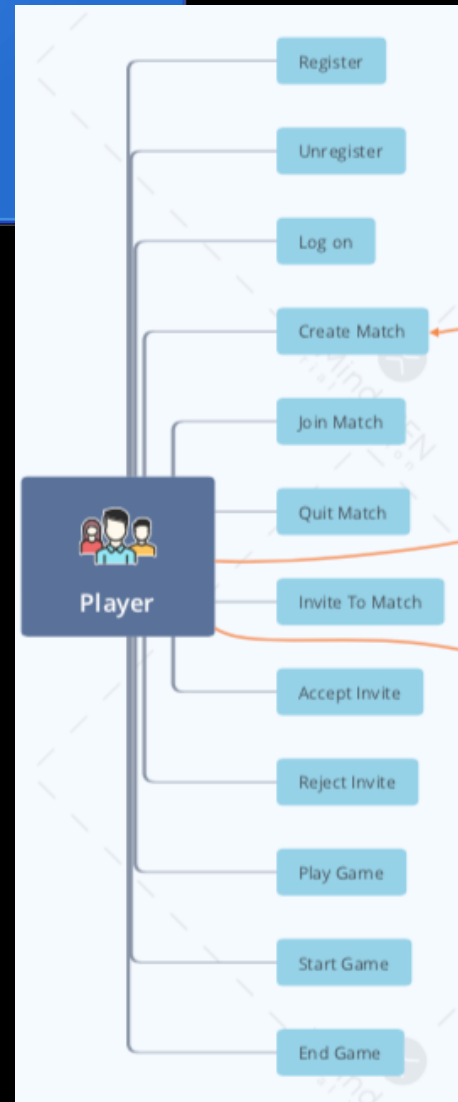
Use Cases

- Two Actors
 - Player
 - System



Player

- Register, Unregister
- Log On
- Create Match, Join Match, Quit Match
- Invite to Match, Accept Invite, Reject Invite
- Start Game, Play Game, End game



System

- Record Match History
- Create Game Instance
- Enforce Rules
- Notify User of Their Turn
- Save Game State
- Hold User Profiles



Use Case: Register

Use case id:	R1
Use case name:	Register
Overview:	The player registers an account with their email, username, and password
Primary actors:	Player
Properties:	-
Pre-conditions:	Player is prompted to either sign in or register. The user chooses register.
Flow:	Main Flow: 1. Player enters their email, username, and password. 2. Player is informed that the email and username are valid. 3. Player is automatically logged in to the newly created account. Alternate flow: 1. User is prompted that their email address or username is invalid. 2. User is allowed another attempt.
Post-conditions:	User is automatically logged in to the newly created account

Use Case: Sign In

Use case id:	R2
Use case name:	Sign In
Overview:	The player signs into their account
Primary actors:	Player
Secondary actors:	System
Properties:	-
Pre-conditions:	The player selects Sign In from the My Account page.
Main Flow:	<ol style="list-style-type: none">1. The player enters their username and password and clicks the Sign In button.2. The systems informs the player that the provided username and passwords are valid and verified in the account database.3. The session is saved in the log file.4. The player is redirected to the main screen.
Post-conditions:	The player successfully signs into their pre-existing account.
Alternate flow:	<ol style="list-style-type: none">1. The player enters an invalid username and/or password combination.2. The player is informed of the invalid login.3. The player is allowed another sign in attempt.

Conclusion

Questions?

