1. Introduction

This project will be a simulator that will simulate battles between robots created by other players all on a virtual map with a set of rules that must be followed. The project will contain multiple parts that will all have different requirements and restrictions. The simulator created will be able to simulate battles with other players robots. The battle will then be displayed graphically on a hexagonal map which spectators will be able to watch and possibly manipulate.

The robots will be designed with a specific standard that will be decided in a standards meeting[1], this project will include designing a set of robots to participate in other teams simulations. The robots will be able to run on any simulation provided it adheres to the standards laid out in the standards meeting.

2. Background

In September, 2015, our group was commissioned by Professor Christopher Dutchyn to design a program, called RobotSport370, which would simulate battles between player's robots created on a virtual map. We were given certain requirements, important features, 'could-have's, and extras, which we will outline in our scope.

This project will require a design method to be followed to the succesful completetion of the project. We have begun this project to meet these requirements and practice this design process.

3. Scope

a. Required
b. Important
c. Nice "could have"
d. Future "would like to have"

4. Limitations

a. Issues
b. Questions

5. Use Cases

a.

6. Conclusion

1. The standards meeting will be a decision making meeting held by the entire class on September 30th 2015. It will outline the precepts the designers will have when making the robots

Notes

Requirements
1. play,pause, rewind, skip
2. (5,7,9,11) size
3. UI
4. Graphics
5. Testing Interface

Diagrams
1. Use Cases/scenario
2. activity - fancy flow-chart
3. story board
4. model-view-controller??

Actors
-Robots
-Spectators/UI Users

Use Cases
-?