

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 meeting¹, 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

- a. Why we're doing this

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

- ?