

TENTATIVE requirements for iteration 1: updated February 12th
Details with respect to what to submit to culearn for the Iteration 1 deliverable will be provided later.

Below: “to handle x” means to “to offer logged/tested features supporting x”

Minimal passing expectations (in *equal* order of importance):

(i.e., these requirements are the most important and must **all** be tackled)

- must support ‘hot-seat’ play (ie one player at a time using the GUI) **for 4 players with the possibility of having from 1 to 3 AI players.**
- must have a GUI (no text based UI) of reasonable quality that uses the supplied card images (or improved versions of them). Each player must be able to see his Adventure cards **in hand and in play**, the current card of the Story deck (ie quest, event or tournament), the rank, number of shields and number of cards of everyone (including himself). At no point during the game, must a player be allowed to see the Adventure cards of other players hold in their hands **nor the number of cards of the stages of a quest.**
- must handle events: “Chivalrous Deed” and “Prosperity throughout the kingdom”
- must handle **MOST** foe cards
- must handle all weapons
- **must handle Boar Hunt with and without its special foe (ie the boar)**
- must implement the Strategy pattern and **at least one of the two instructor-supplied strategies.** (Minimally, implement a dumb strategy that respects the defined interface)
- must have the correct distribution of cards in the Story deck based on the above restrictions **AND must allow game rigging and game logging**
- need **not** handle allies or anything pertaining to them, nor tests and tournaments.

B+/A expectations: in addition to the above expectations:

- priority 1: must handle **most** events, quests and *tournaments*, Mordred and his special ability, Percival, Gawain
- priority 1: **a test (and thus bids)** (NB: I removed extra allies here)
- **priority 2: flexible number of players**
- priority 2: **must handle both instructor-supplied AI strategies**

A+ expectations: in addition to the above expectations:

- must offer a GUI of Unity-level quality
- must offer a complete implementation of the rules, including tests (and a 2 player game for A+)
- must offer near-complete testing for all functionality and cards
- must dazzle us wrt GUI, ease of play, etc.