TENTATIVE requirements for iteration 1: **updated January 18th**
(We STILL reserve the right to modify these requirements ☺)
All code is to be submitted to a Git-like repository that clearly identifies each individual contribution. This repository must be accessible to the relevant TA(s) and to the instructor.
Details with respect to what to submit to culearn (e.g., team progress reports, final version of the iteration) will be announced later.

where "to handle" means to "to offer Junit tested functionality"
wrt testing: aim to test as many of the scenarios you write to tackle the functionality of your game. You will write probably more scenarios than you have time to test.

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)
  - 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, 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.
  - must handle events: "Chivalrous Deed" and "Prosperity throughout the kingdom"
  - must handle all foe cards including Mordred (BUT without his special ability)
  - must handle all weapons
  - must handle all 2 and 3 stage quests AND their special foe, if any
  - must implement the Strategy pattern and two instructor-supplied strategies to be specified later
  - need not handle allies or anything pertaining to them, nor tests and tournaments.
  - must have the correct distribution of cards in the Story deck based on the above restrictions

B+/A- expectations: in addition to the above expectations:
  - priority 1: must handle all events, quests and *tournaments*, Mordred's special ability, Percival, Gawain,
  - priority 2: Tristan and Iseult, *tests* (and thus bids), Arthur, Pellinore.
  - priority 2: must offer a GUI of Unity-level quality
  - priority 3: must offer a team-specific Strategy and its tests

A/A+ expectations: in addition to the above expectations:
  - 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.