Team 5 Report

Team Members Luke Harper, Nick Chiasson, Colin Zeidler

Iteration 1 Requirements

Display Board

Support

- Supported

Testing

- Launched the Client and Started the game, the board appears

Chits

Support

- Supported

Limitations

- Chits are not graphically displayed on the board(only in info pane)
- Distributed randomly
- Lost City/Lost Castle, currently no way to select which site you can loot from. Looting is done to the first chit in the Lost City/Castle's list which is associated to that clearing

Testing Done

- VS 2012 debugging Breakpoint on runGame (runs after everything setup) shows all chits are distributed to tiles.
- Looping through tiles and displaying the name of the chits on each tile (in the runGame function(no longer there))
- Character moves to a tile, the chit is displayed (in the tile list)

Place Dwellings and Ghost on the Board

Support

- Supported

Limitations

- Ghosts are not placed
- Not graphically displayed on the board (only in info pane)

Testing Done

- Players start at a Dwelling(of their choosing (out of ones available for their character))
- Clicking on a tile displays what Dwelling is in the tile (in which clearing)

Character Selection

Support

- Supported

Testing Done

- Click Play and Enter IP
- Select a character (that has not been taken)
- Select the desired destination
- Click Select
- Game loads and player is in correct dwelling

Movement

Support

- Moving, hiding

Limitation

- Blocking, peering, resting are unavailable
- Searching implemented but highly unstable
- Cannot find hidden paths or secret passages

Testing Done

- Press Move symbol, select a clearing on your tile
    - o Move character with all their phases (Basic sunlight etc)
    - o Move character into cave (should remove sunlight)
    - o Move character into mountain (consumes two movement tiles)
- Press Move symbol, select a clearing on other tile
    - o Move character with all their phases (Basic sunlight etc)

- o Move character into cave (should remove sunlight)
- o Move character into mountain (consumes two movement tiles)

- Hide character
- Perform search (locate)
- Perform search (loot)

1st encounter treasure appearance and looting

Support

- Supported

Testing Done

- Simulated Looting using runGame in the Game file
  - o Move character to appropriate clearing using move function
  - o Cheat mode specify dice for successful find
  - o Call loot on site.

Natives

Support

- unimplemented

Monsters

Support

- unimplemented

Combat Between Players

Support

- unimplemented

Characters

Support

- All Characters required (Captain, swordsman, amazon, dwarf, elf, black knight)

Limitation

- Do Not Support Meeting Tables
- Unsupported Advantages
    - Captain: Aim
    - Swordsman: Barter or Clever
    - Amazon: Aim
    - Dwarf: Cave Knowledge
    - Elf: Archer
    - Black Knight: Aim and Fear

Testing Done

- Pick a Character, load the game test Advantages
    - Amazon: can do an extra move phase
    - Dwarf: Does not get sunlight phases
    - Elf: Has an extra hide phase
- Character Sheet
    - Displays gold
    - Displays starting equipment

Extra Support

Networking

Support

- Supported

Limitations

- Once all players have submitted their turn, no other players can join
- Disconnect handling not supported

Testing Done

- Connection
    - Launch Server, Sever boots up correctly
    - Launch Client Hit Play
    - Enter IP, Server registers a connection, players see select character
- Communication
    - Player creates turn and clicks submit
    - See incoming Data

- (once all players submit turns) Client displays actions from server (see in log for character movement)