**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
  + Move character with all their phases (Basic sunlight etc)
  + Move character into cave (should remove sunlight)
  + Move character into mountain (consumes two movement tiles)
* Press Move symbol, select a clearing on other tile
  + Move character with all their phases (Basic sunlight etc)
  + Move character into cave (should remove sunlight)
  + 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
  + Move character to appropriate clearing using move function
  + Cheat mode specify dice for successful find
  + 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)