Robot War: Requirements Document

Group B1

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CMPT 370

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Group Information

Robot War will be developed by Group B1. The group consists of five members: Wynston Ramsay, Evan Snook, Adam Ronellenfitsch, Matthew Frisky, and Dylan Prefontaine.

Game Summary

Interfaces

Main menu, create game screen, rules screen, stats screen, game board, and end game screen.

System

Sub-Systems: Librarian, Interpreter

Actors and Actions

Actors are entities outside the system that change or interface the system in a particular event. Actions are

Player: command robot (shoot, move), end turn, create game, quit game

Menu Operator: start, rules, stats, quit

Observer: spectator options (pause, next turn, vision, robot turn timer)

Time: end turn

Robot Librarian (A.I.): command robot (shoot, move)

Scenarios

Platform

This piece of software will be developed using a specific platform of other programs and software that meet the group’s needs. The hardware this game is designed for will be on the Tuxworld computers in the Spinks Laboratory of the University of Saskatchewan. The game will be designed, and implemented using software that help make completing a task easier. The main software used will be: GitLab for version control, JSON for structuring data, Microsoft Word for creating documents, Discord for group communication, Gliffy for sequence diagrams, Sublime for text editing, and either Netbeans or Eclipse to server as an IDE. Java and JavaSwing will be the language used to develop most of the game. The only thing that Java will not be used for is artificial intelligence decision making, which will be done with Forth.

Executive Summary