Things that gotta be turned in:

* Analysis Documentation
* Design Documentation
* Working Solution
* JavaDoc Documentation
* Unit Testing
* Integration Testing
* Video presentation and demonstration

The Game (full rules: http://www.dvgiochi.net/bang\_the\_dice\_game/BANG!\_dice\_game-rules.pdf):

* 5 dice (arrow, dynamite, one shot, two shot, gatling gun, beer)
  + Roll 5
  + Can reroll twice
  + Do the stuff of the final roll to finish turn
* Dice sides meaning:
  + Arrow: take an arrow before reroll
  + Dynamite: NO REROLL
    - If you roll 3 dynamite, lose a life point, do no reroll any other dice, resolve the other dice
  + One shot: shoot the person to your right OR left (only one person)
  + Two shot: shoot the person TWO (2) to your right OR left (only one person)
    - If only 3 people left, works the same as One shot
  + Gagling gun: if you roll 3, shoot everyone once, then get rid of your arrows
  + Beer: you or someone you choose (only one person) recovers one life point
* So many characters, but the important ones are (at least 6, preferably 8):
  + Bart Cassidy (8)
    - Take an arrow instead of losing a life (except to Indians or dynamite)
  + Black Jack (8)
    - You may re-roll dynamite, if not rolling 3 or more
  + Calamity Janet (8)
    - You can use one-shot as two-shot and vice-versa
  + El Gringo (7)
    - When a player makes you lose one or more life points, he must take an arrow
  + Jesse Jones (9)
    - If you have four life points or less, you gain two if you use beer for yourself
  + Jourdonnais (7)
    - You never lose more than one life point to Indians
  + Paul Regret (9)
    - You never lose life points to the gatling gun
  + Pedro Ramirez (8)
    - Each time you lose a life point, you may discard one of your arrows (still loose life)
  + Rose Doolan (9)
    - You may use one-shot or two-shot for players sitting one place further
  + Suzy Lafayette (8)
    - If you didn’t roll any one-shot or two-shot, you gain two life points
  + Vulture Sam (9)
    - Each time another player is eliminated, you gai two life points
* Character has:
  + Name
  + Life points
  + Special ability
* Roles:
  + Renegade
    - Must be the last character in play to win
  + Deputy
    - Must help and protect sheriff
  + Sheriff
    - Must eliminate all outlaws and the renegade(s)
  + Outlaw
    - Must eliminate the sheriff to win
  + 4 players: 1 S, 1 R, 2 O
  + 5 players: 1S, 1R, 2O, 1D
  + 6: 1S, 1R, 3O, 1D
  + 7: 1S, 1R, 3O, 2D
  + 8: 1S, 2R, 3O, 2D
* Beginning of game
  + Sherrif reveals role and +2 to life points then rolls dice
  + Do the dice stuff
  + Continue clockwise
  + Every other role remains secret until they are eliminated (then they reveal it)
  + “every player adjust their strategy as the roles of the eliminated players are reveal”
  + Decide if/which expansion(s) to include
  + If Expansion:
    - Boneyard cards??? (shuffled and set as draw pile)
    - Two basic dice replace with two black dice (E2:EB)
    - One basic dice with EITHER loudmouth or coward
* Robot characters
  + 3 to 7, “automated players that play according to their roles and abilities, adapting their own strategy as the roles of the other players are revealed upon elimination”

Expansion:

* Dice: Loudmouth and coward
* Arrow of Indian Chief
  + Poo of arrow is now 10 (including arrow of Indian chief)
* New Characters (at least 2 implemented):
  + Jose Delgado
  + Tequila Joe
  + Apache Kid
  + Bidd Noface

Expansion 2: Electric Bugaloo:

* Dice: Look me in the eyes
* More characters (both):
  + Belle Star
  + Greg Digger
* Zombies