## PowerPoint Prototype

Config ref: SE.GP14.UIPresentation

Author: JAS130

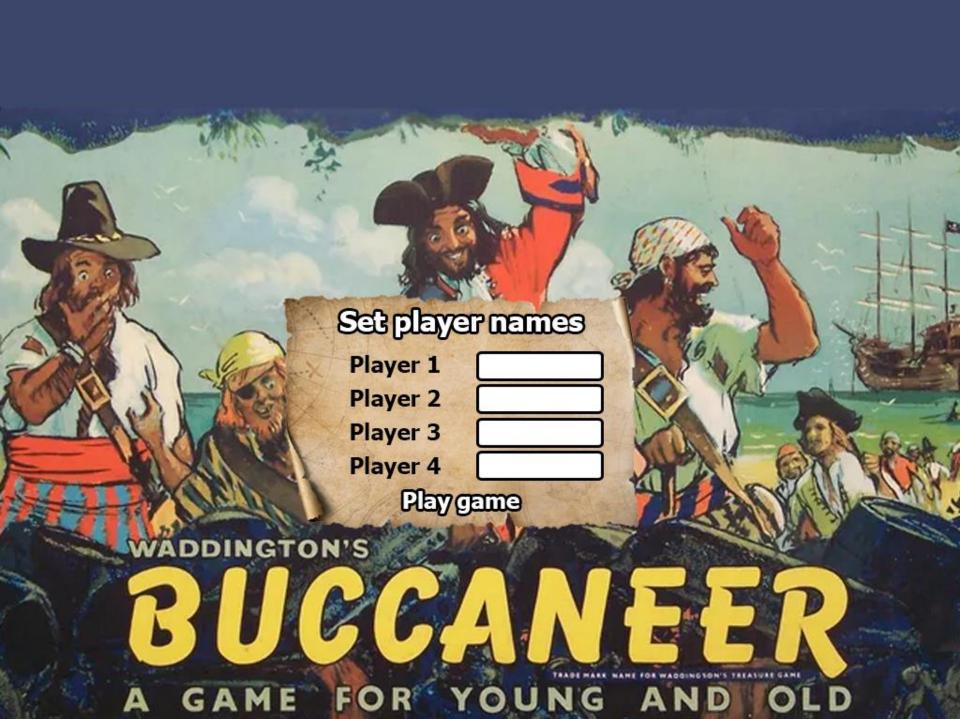


Task 1: Launch game

Action: Click on the play

button

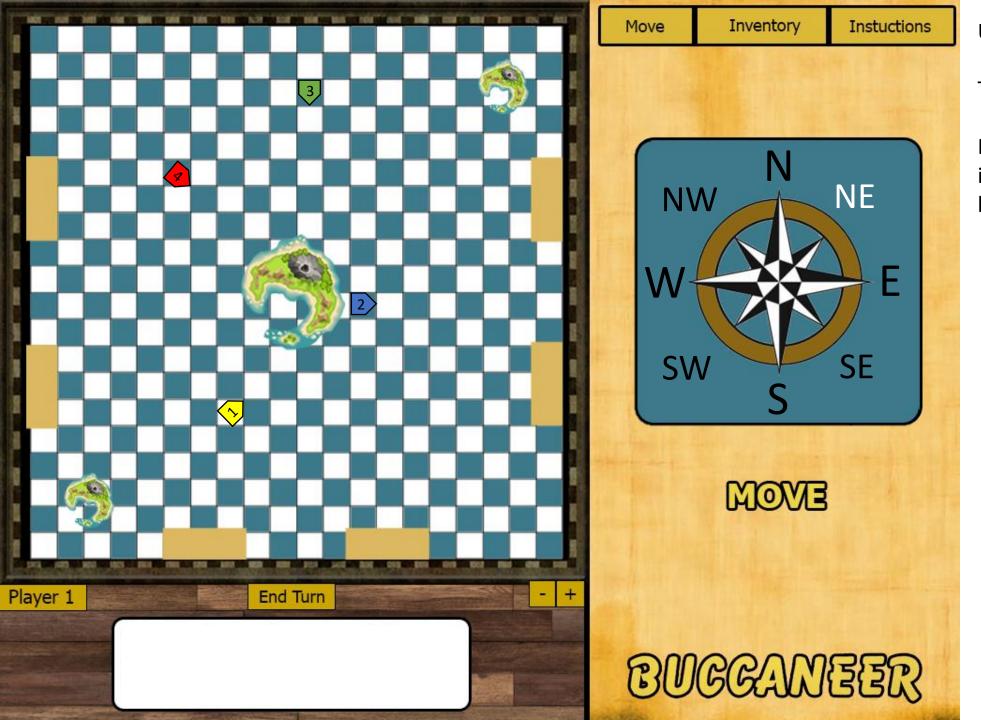
Result: The user will be taken to a screen to enter the player's names



Task 1: Launch game

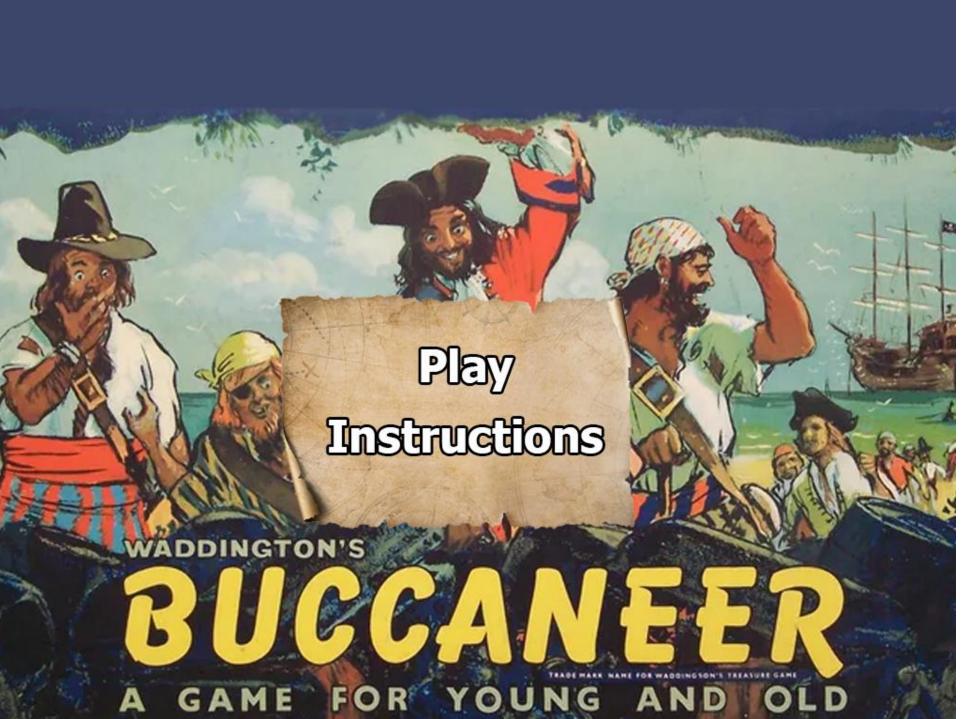
Action: Enter the player's names and presses the play game button

Result: The game launches to the board



Task 1: Launch game

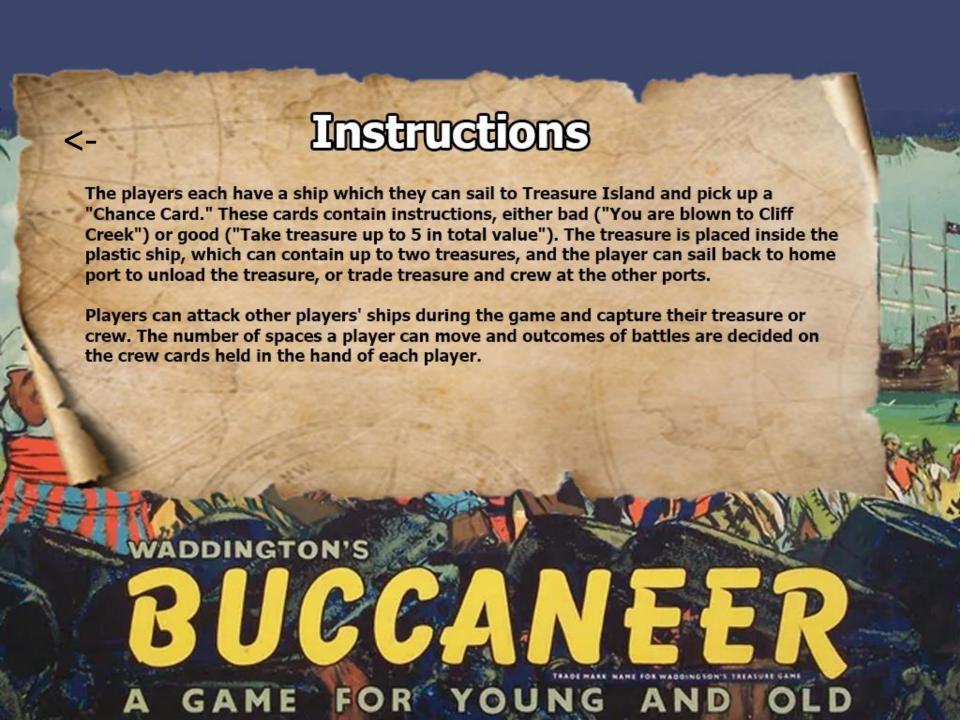
Final State: The game board is displayed and the game begins



Task 2: Display Instructions

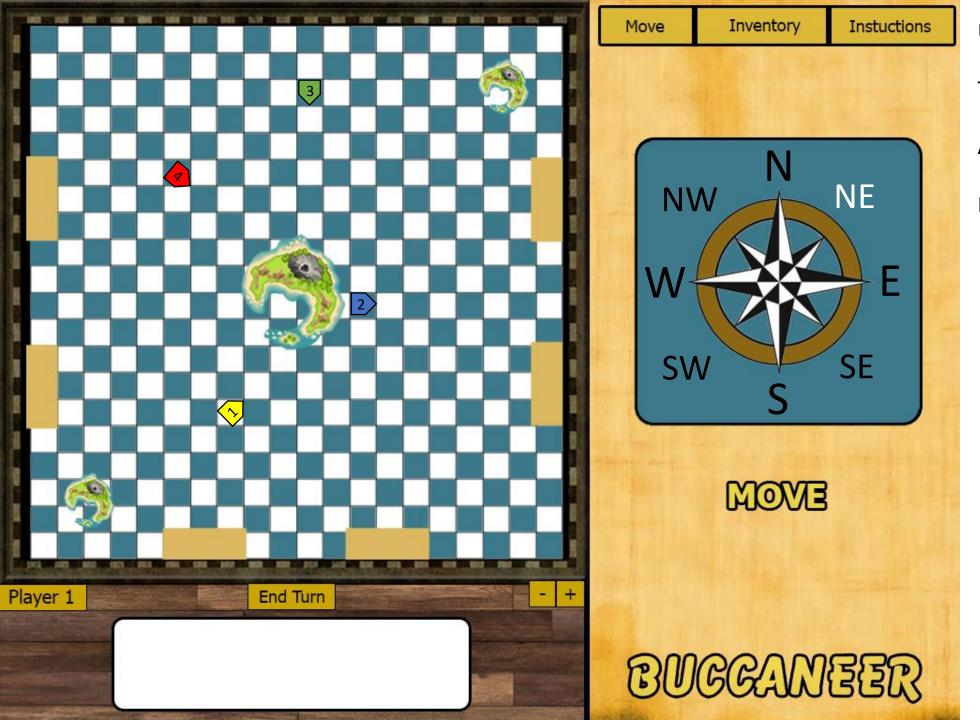
Action: Click on the instructions button

Result: A list of instructions are displayed



Task 2: Display Instructions

Final State: The instructions are shown



Task 3: Open inventory

Action: Click Inventory tab

Result: Shows Inventory



Task 3: Open inventory

Final State: Displays the cards and treasure a player has collected



Task 4: Open Instructions

Action: Click Instructions tab

**Result: Shows Instructions** 

Task 4: Open Instructions

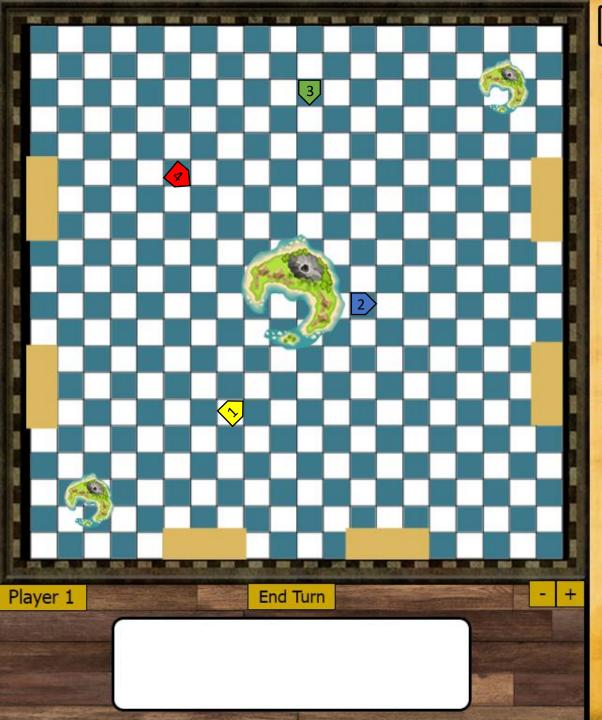
Final State: Displays

instructions

The players each have a ship which they can sail to Treasure Island and pick up a "Chance Card." These cards contain instructions, either bad ("You are blown to Cliff Creek") or good ("Take treasure up to 5 in total value"). The treasure is placed inside the plastic ship, which can contain up to two treasures, and the player can sail back to home port to unload the treasure, or trade treasure and crew at the other ports.

Players can attack other players' ships during the game and capture their treasure or crew. The number of spaces a player can move and outcomes of battles are decided on the crew cards held in the hand of each player.

BUGGANEER



Move

Inventory

Instuctions

Task 5: Open Movement controls

Action: Click Move tab

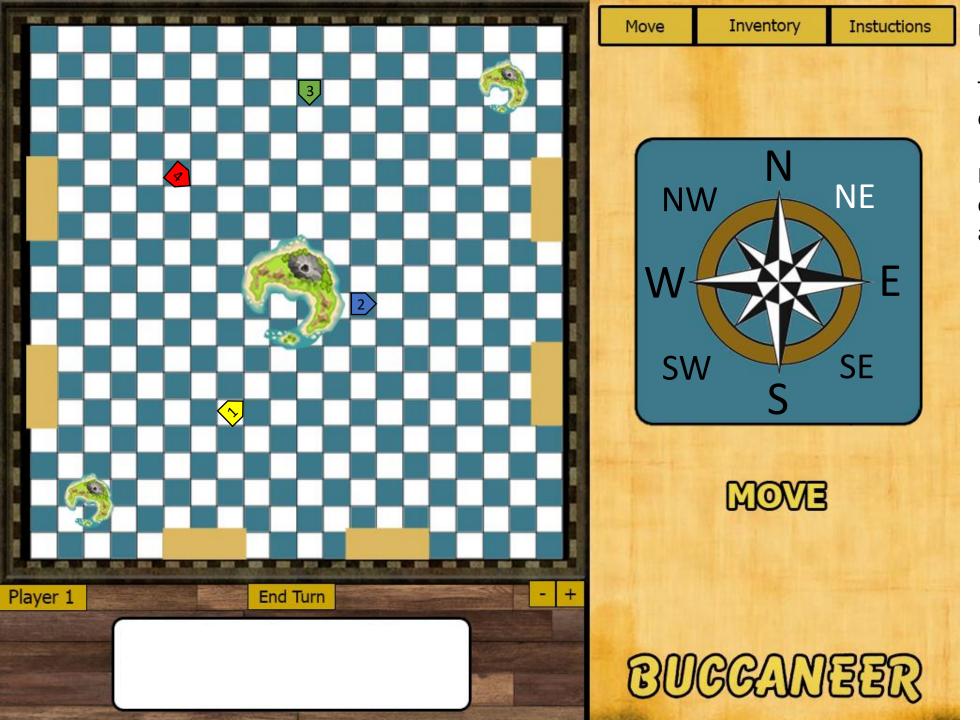
**Result: Shows Movement** 

Use case 2.1.1

The players each have a ship which they can sail to Treasure Island and pick up a "Chance Card." These cards contain instructions, either bad ("You are blown to Cliff Creek") or good ("Take treasure up to 5 in total value"). The treasure is placed inside the plastic ship, which can contain up to two treasures, and the player can sail back to home port to unload the treasure, or trade treasure and crew at the other ports.

Players can attack other players' ships during the game and capture their treasure or crew. The number of spaces a player can move and outcomes of battles are decided on the crew cards held in the hand of each player.

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Task 5: Open movement controls

Final State: Shows the controls for moving the ship and rotating it



Task 6: Pull a chance card

Action: Click move when facing treasure island

Result: Ship will move towards the island



Task 6: Pull a chance card

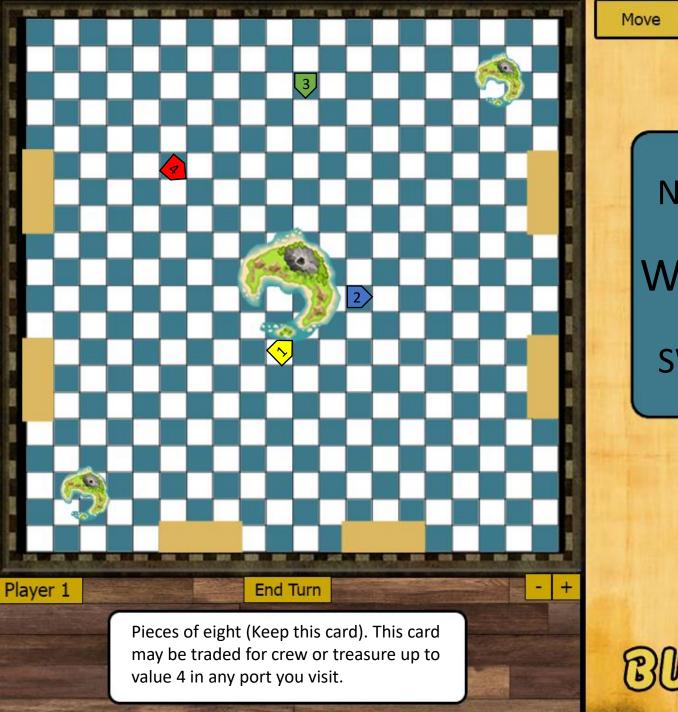
Final State: The player is at treasure island and receives a chance card



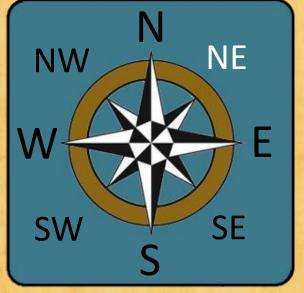
Task 7: Pull a tradable card

Action: Click move when facing treasure island

Result: Ship will move towards the island



Move Inventory Instuctions



MOVE

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Use case 2.4

Task 7: Pull a tradable card

Final State: The player is at treasure island and receives a tradable card



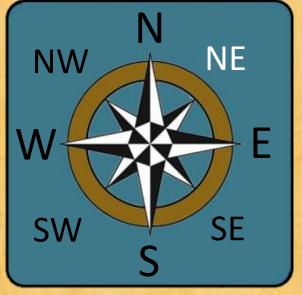
Task 8: Pull an action card

Action: Click move when facing treasure island

Result: Ship will move towards the island



Move Inventory Instuctions



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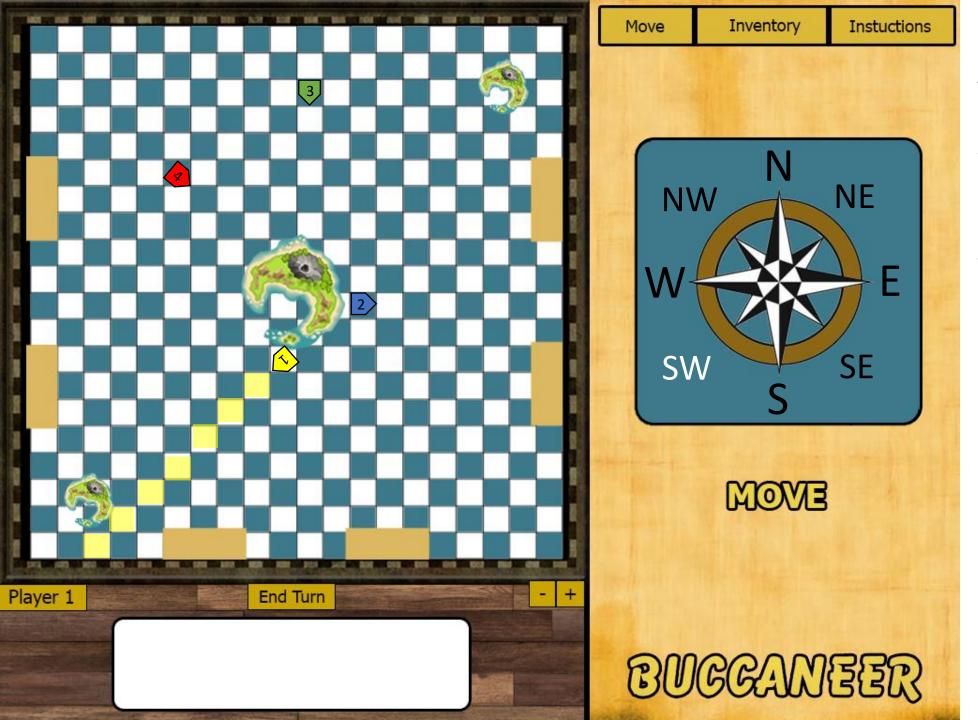
MOVE

Use case 2.5

Task 8: Pull an action card

Action: Turn around to face pirate island

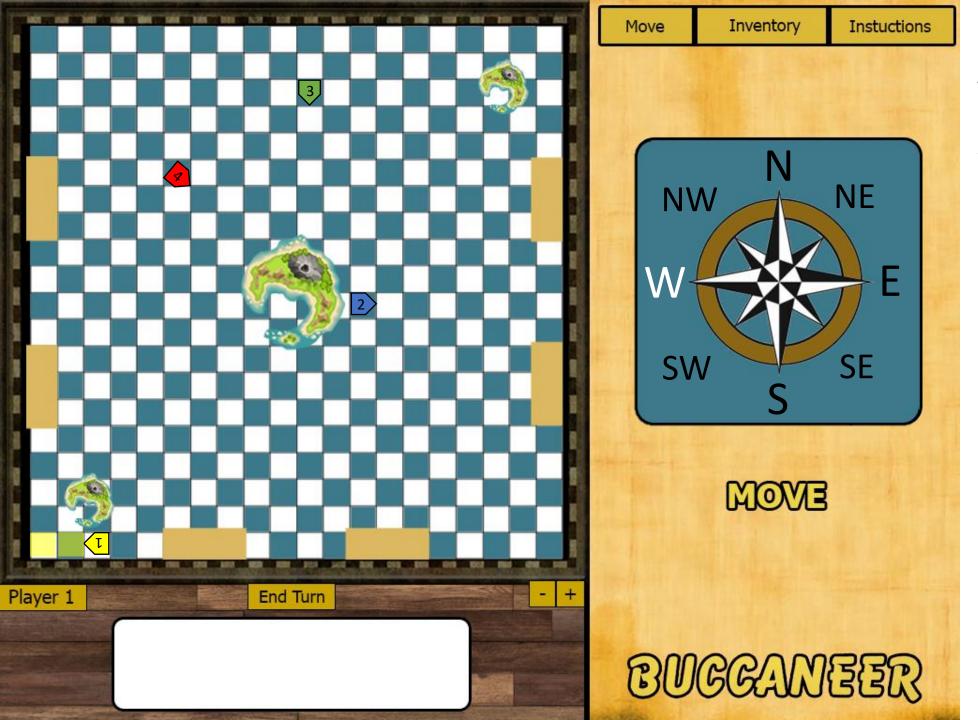
Result: Ship will rotate



Task 8: Pull an action card

Action: Head towards pirate island

Result: Ship will move towards the island



Task 8: Pull an action card

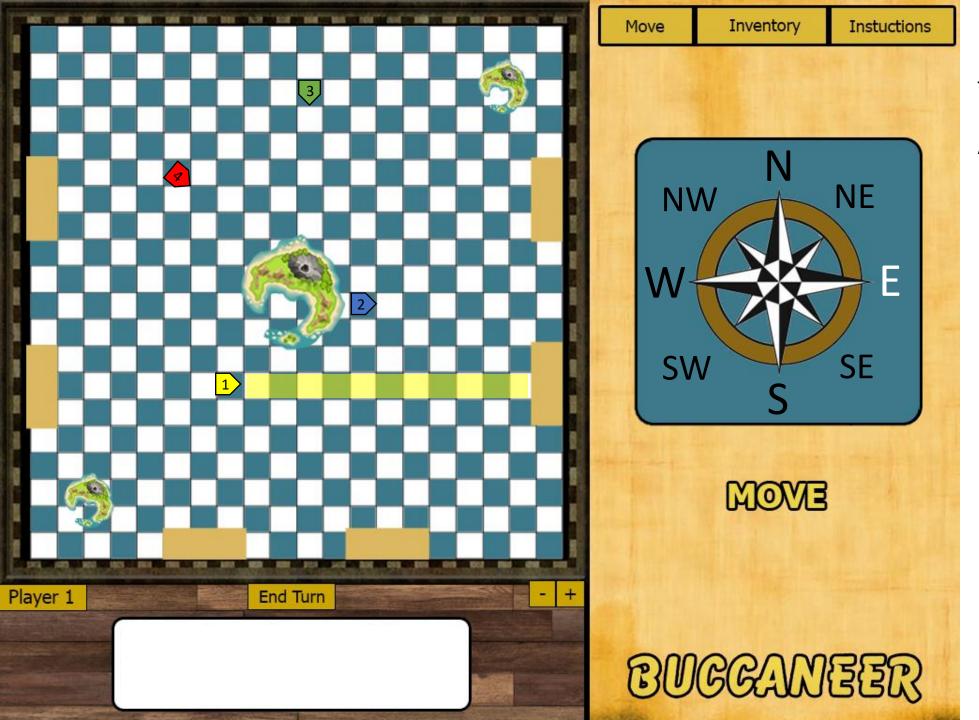
Action: Move to the cove

Result: Ship will move



Task 8: Pull an action card

Final State: The ship has reached the cove and has received treasure

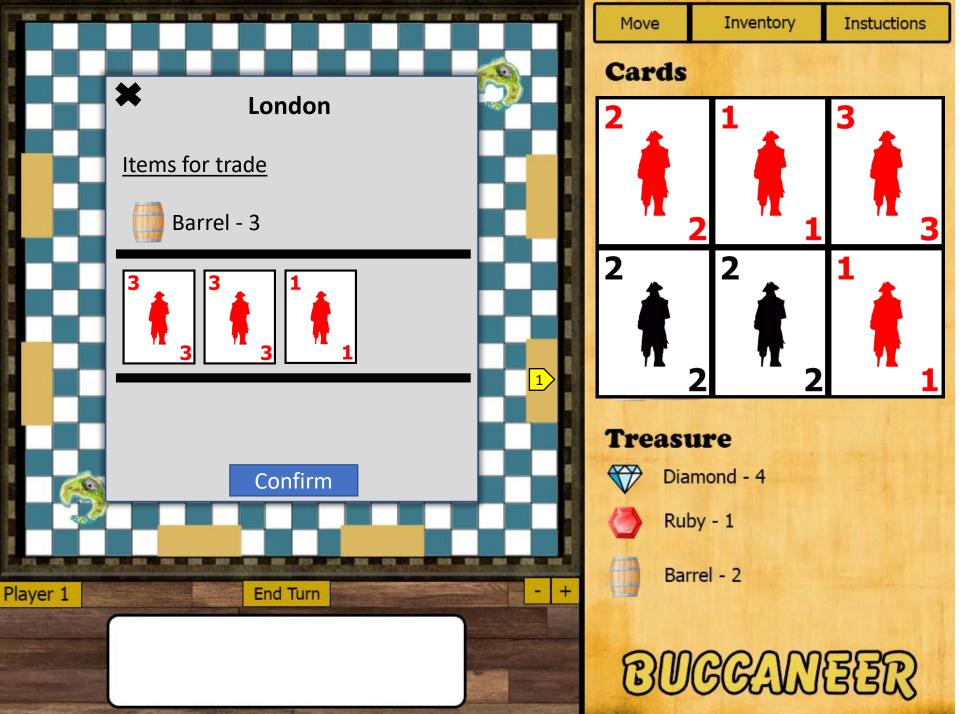


Task 9: Trade at ports

Action: Move to a port

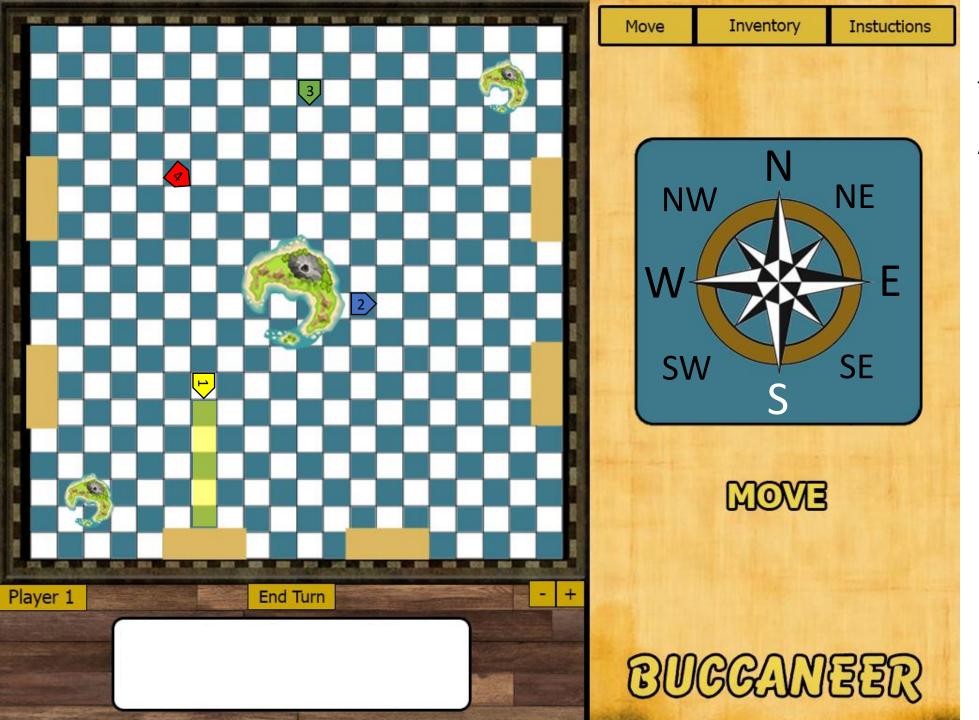
Result: Brings up a trading

menu



Task 9: Trade at ports

Final State: A menu appears for the player to trade from

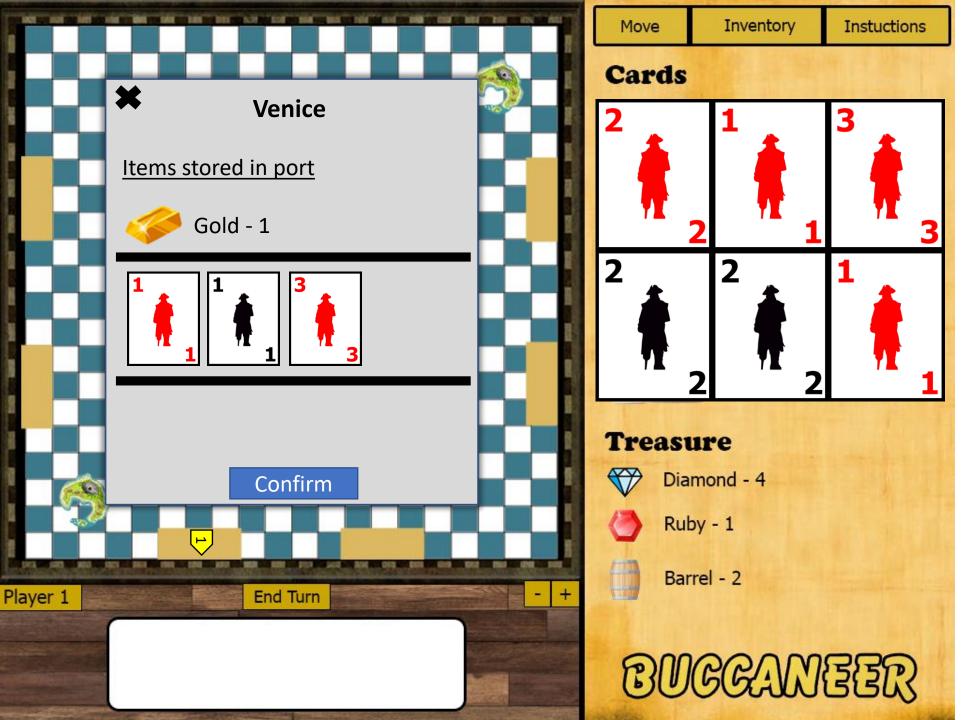


Task 10: Visit home port

Action: Move to home port

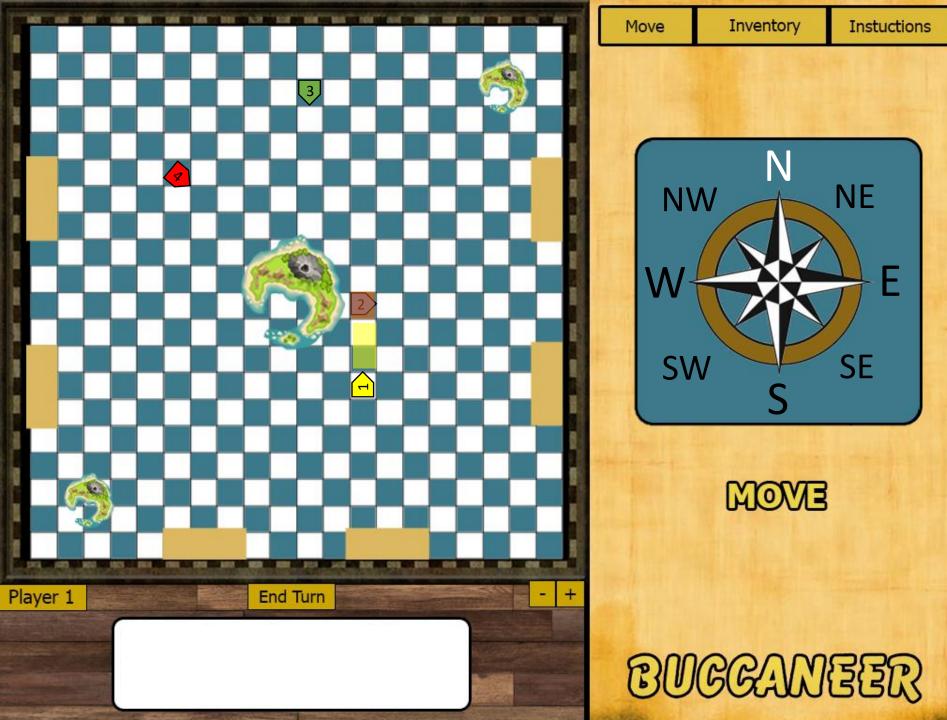
Result: Brings up a deposit

menu



Task 10: Visit home port

Final State: A menu appears for the player to deposit their items



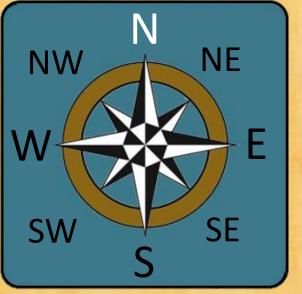
Task 11: Attack another player

Action: Move Ship onto another ship

Result: Brings up an attack screen



Move Inventory Instuctions



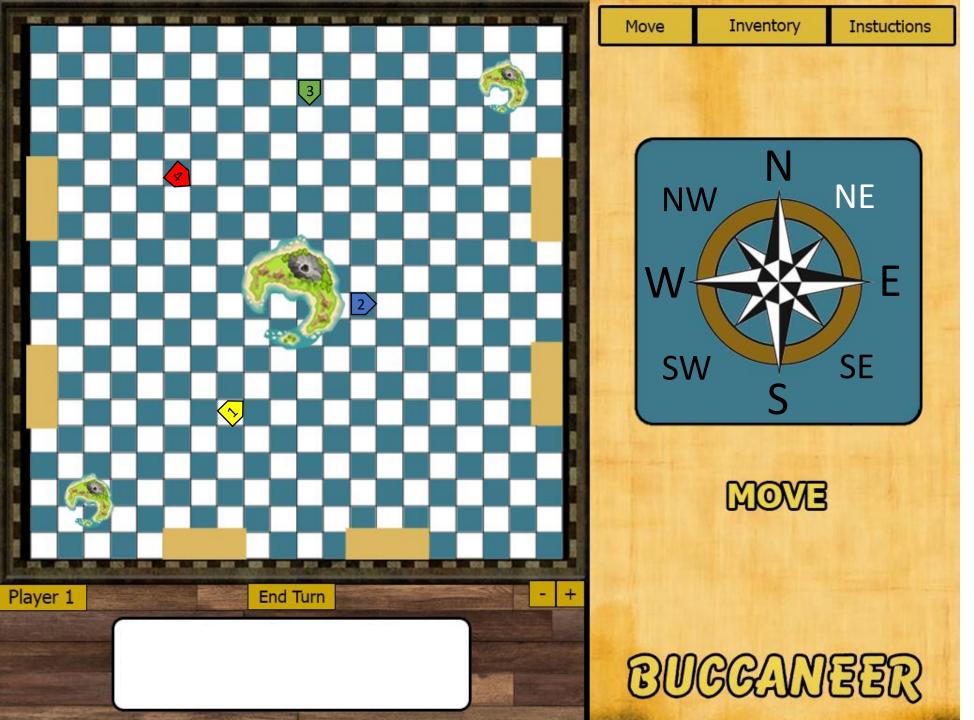
MOVE

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Use case 2.8

Task 11: Attack another player

Final State: Brings up attack animation and the player with the higher attack power wins



Task 12: Zoom in

Action: Press the plus icon

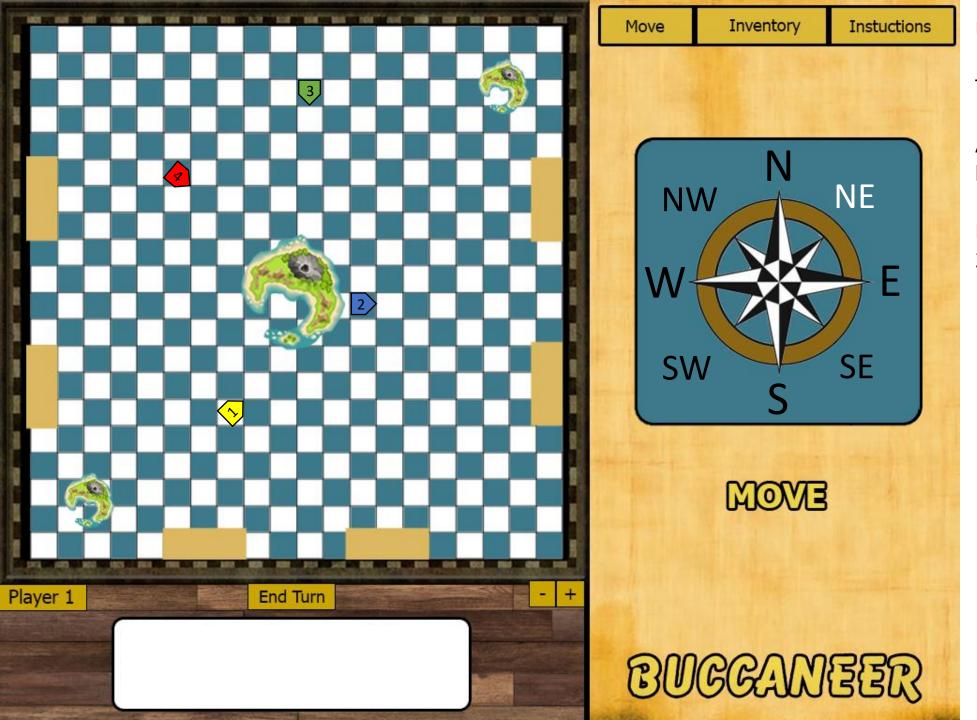
Result: The screen will zoom

in



Task 12: Zoom in

Final State: The screen is larger around the player



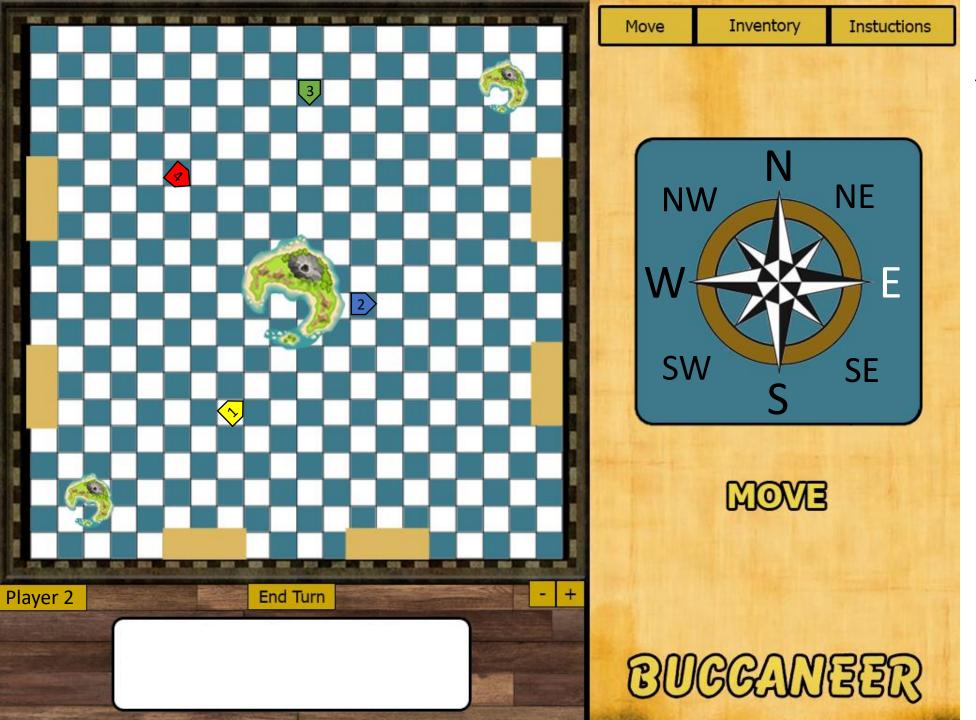
Task 13: End Turn

Action: Press the end turn

button

Result: It will become player

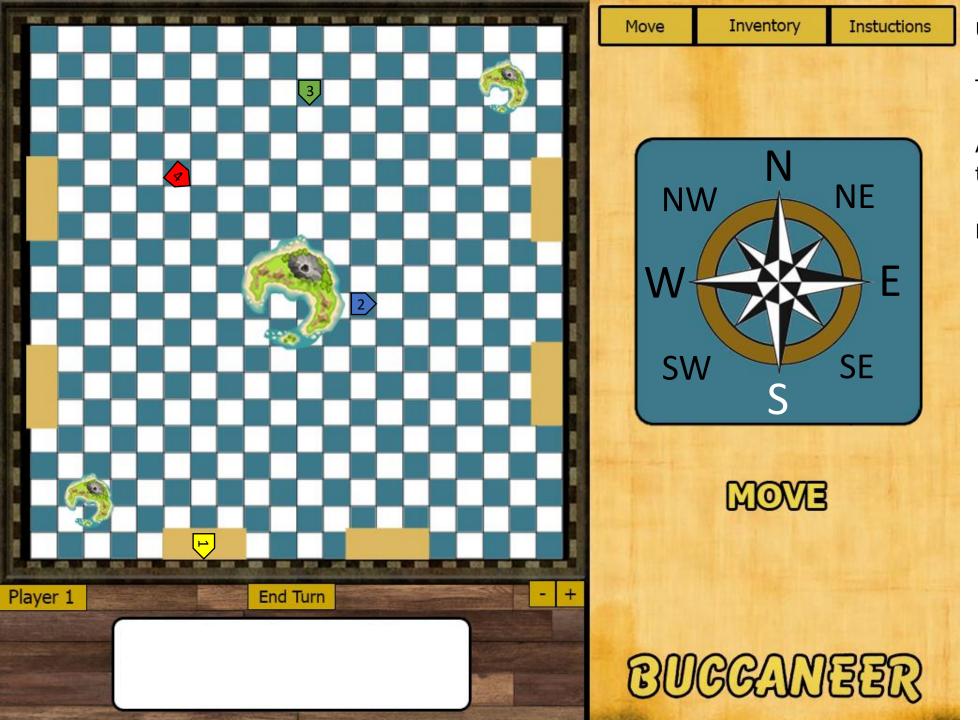
2's turn



Task 13: End Turn

Final State: The players turn

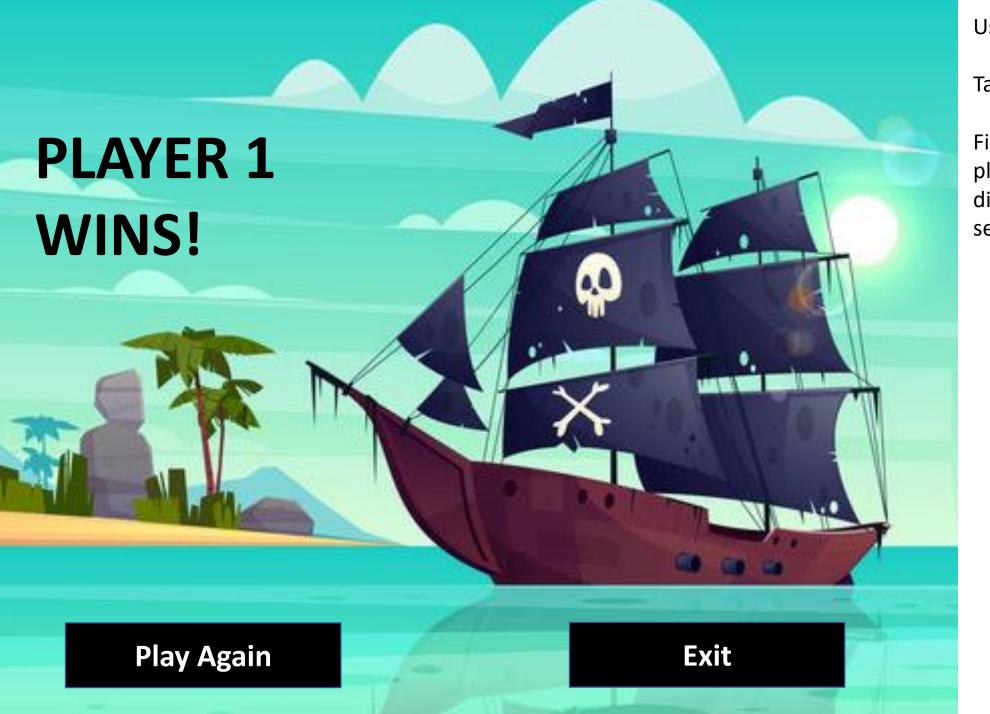
has ended



Task 14: Win Game

Action: Get 20 Treasure back to your home port

Result: Win the game



Task 14: Win Game

Final State: Which ever player won has their name displayed for the players to see