Harrison Worden, Jason Kirshner, Jon Aurit, Alex Young

BreakThrough – Group 13

**Mini-Project Design Document**

1. Group Organization

* When we were first assigned our final group for the mini project, we all were set on dedicating most of our time on the project over anything else since the deadline was just a week away. Throughout the week of working on the project the get-togethers were very flaky, to the point where only 2 people would meet up each day.
* Work was hard to split evenly amongst ourselves. Harrison and Jason coded all of it and designed most of it, since it was too difficult prioritizing each other’s work schedules.
* Working in a four-person group is somewhat difficult especially with the meetups and we know it is clear why a two-person group would work more efficiently.

1. What was necessary to have

* Start Button
* Reset Button
* Determine who goes first
  + randomizing a value to determine who goes first to make sure the same person doesn’t go first every time
* Determine who wins
  + when reaching the end of the board it is important to determine which player reached the end of the board first to end the game
* Move validation
  + when a player clicks on a piece it is important for them to know where they are allowed to go
  + sometimes another piece of their own could be in the way and it is important to know that you cannot move on top of your own piece and you can only attack the other player diagonally and if they are in front of you then they are only serving as a wall
* Whose turn it currently is
  + at the top of the main gui we have a little indicator with text and color related to each player's color on the board, the text area switches back from blue to red indicating whose turn it is currently
* Instructions page
  + a side popup window that tells you the basic rules of the game
* about page
  + gives a title and version number of the game along with the authors’ names
* capture count
  + a counter that tracks the amount of pieces you capture of the opponent’s

1. What We would’ve liked to have

* in game timer
* saving the game history to a file
  + the finishing board result
    - with an extra file that writes a winner file maybe?

1. What we should’ve had

* We accomplished all the original expectations for our game, as well as added some features we didn’t originally plan for, for example the game over sound byte.